## Attachment A: eScout System Requirements Gathering

### Functional Requirements

| # | Requirement name | Description | Pri. |
|---|---|---|---|
| FR01 | Uploads highlight videos | Players (Professional or Casual) can upload highlights videos where they show their skill | HIGH |
| FR02 | Gets direction to event | There is a routing system that gives the route from the user's location to the selected event location | HIGH |
| FR03 | Comments videos | Players and Scouts can comment videos | LOW |
| FR04 | Rate videos | There is a ranking system to get the videos an evaluation | HIGH |
| FR05 | Access Messages | Users can access their messages | HIGH |
| FR06 | Access to heatmap | Event Organizers are presented with a demographic heat map when creating a new event  in order to choose the better location for the event | HIGH |
| FR07 | Creates Event | Event Organizers are able to create events | HIGH |
| FR08 | Edits event | Event organizers can edit the information of an event | MEDIUM |
| FR09 | Moderates team page | Team Managers can manage their team page | MEDIUM |
| FR10 | Uploads tutorial videos | Professional players can upload tutorial videos, these will have a special tag | MEDIUM |
| FR11 | Watch videos on Home Page | Every user can watch the videos displayed on the home page | MEDIUM |
| FR12 | Read Messages | Logged users, when access the messages can read the messages | HIGH |
| FR13 | Write Messages | Logged users, when access the messages can write messages | HIGH |
| FR14 | See events in map | Every user can see the showcased events in a map by selecting the event | HIGH |
| FR15 | Delete event | Event organizers can delete the event if something unforeseen occurs | MEDIUM |
| FR16 | Delete message | Users can delete messages. | MEDIUM |
| FR17 | Delete conversation | Users can delete entire conversations from their chat page | MEDIUM |
| FR18 | Delete videos | Players can archive videos they no longer want to share | MEDIUM |
| FR19 | Edit video information | Players edit information of already uploaded videos | MEDIUM |
| FR20 | Upload profile pic | Users can set a custom image as their profile picture | MEDIUM |
| FR21 | Edit profile information | Users can edit their profile information | MEDIUM |
| FR22 | Add players to a team | Scout can add players to the team he belongs to | MEDIUM |
| FR23 | Special Rating | Scouts  have a special rating system with custom indicators | LOW |

| FR25 | Join Event | Users join in events | LOW |
|---|---|---|---|
| FR26 | Archives video | Players can archive videos making them hidden to other users | LOW |
| FR27 | Access events list | Event Organizers have access to all their events | LOW |
| FR28 | Access videos | Players have access to all their videos | LOW |
| FR29 | Buy tickets | Users can purchase event tickets | LOW |

## Non-Functional Requirements

| # | Requirement name | Description | Pri. |
|---|---|---|---|
| NFR01 | Database will perform backups on the first day of every month. | Our database has in place methods to backup. | MEDIUM |
| NFR02 | The server will have no more than 2seconds of response time during peak hours (9am-19pm) | Our server scalability allows for a great number of users to be logged in at the same time without affecting response time. | HIGH |
| NFR03 | 80% of user errors are accounted for. | Error handling | HIGH |
| NFR04 | All pages are accessible from the homepage within 3 or less clicks | Design of website navigation | HIGH |
| NFR05 | The website won't take more than 2s to load | Performance | MEDIUM |
| NFR06 | Code is written in modules so that it can be reused | Code Reusability | HIGH |
| NFR07 | Server sending notifications to a user have a maximum of 2s delay after a user action | Performance | MEDIUM |
| NFR08 | The date format must be as follows: date.month.year | Date format used in Portugal | LOW |
| NFR09 | The fail rate of players uploading videos must not exceed 10 percent. | Video upload fail rate | HIGH |
| NFR10 | The fail rate of event organizers submitting new events must not exceed 10 percent. | Create event fail rate | HIGH |
| NFR11 | Restful API complies with best practices and conventions guidelines | Rest API Design | HIGH |
| NFR12 | Use of NodeJS framework in Business Logic Layer is mandatory. | Server-side must be done in NodeJS | HIGH |
| NFR13 | Use of MySQL in Data Layer is mandatory. | Database must be implemented in MySQL | HIGH |
| NFR14 | Max video size cannot surpass 200MB | Video size must be 200MB or lower | MEDIUM |