

Cairo University

Faculty of Computers and Artificial Intelligence



CS251

Intro. to Software Engineering

Project Name

Software Requirements Specifications

Version 1.0

**Team Names and Emails and Phone
of Team Leader**

Month & Year



CS251: Phase 1 – Team Name
Project: <Project Name>

Software Requirements Specifications

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Team

| ID | Name | Email | Mobile |
|----------|----------------------------------|-----------------------------------|-------------|
| 20190531 | Mostafa Sayed Ibrahim | mostafa01001659277@gmail.com | 01147377950 |
| 20190071 | Ahmed Mohamed Mahmoud Mohamed | Ahmedmohamed01012079289@gmail.com | 01012079289 |
| 20190062 | Ahmed Mohamed El Sayed Ibrahim | 20190062@stud.fci-cu.edu.eg | 01027709271 |

Document Purpose and Audience

- This document is a GO football System , it is connect with player , owner and administrator about booking particular playground.
- All age groups from 7 to 50 years old, especially males are expected to read it.



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Introduction

Software Purpose

- Ease of reserving the stadium and determining which stadium the user must choose and choose the most appropriate dates for him and the distance of the stadium.
- The owner can organize the schedule to reserve the stadium and collect money online.
- It serves the players and playground owners as well.
- Anyone can register himself on the system and create a profile.

Software Scope

- We will create a program that helps the stadium owner display his stadium for reservation and collect the price of his reservation online, and help the player to reserve and choose the appropriate stadium for him, and allow the owner of the application to implement a penalty on the stadium owners when using wrong methods in the reservation.
- And the program has nothing to do with transportation for the players, it has nothing to do with the distance of the stadium from the player, and it has nothing to do either with whether the players attend or not.

Definitions, acronyms, and abbreviations

| The term | Details |
|--------------------------|--|
| Playground owner | <ul style="list-style-type: none">• This is the person who wants to register his playground, then he requests registering a playground and adds its name, its location, its size, the available hours, the price per hour and the cancellation period. |
| The administrator | <ul style="list-style-type: none">• has the right to delete a playground or suspend it, this is usually the case if the owner does some fraudulent activities. |
| An eWallet | <ul style="list-style-type: none">• is an electronic payment system used to allow players to pay for the bookings they make and allow ground owners collect their money, It is externally connected with a service like Fawry. |
| Player | <ul style="list-style-type: none">• This is a person who is interested in booking a playground, And he can choose the stadium according to the place he wants, its size and the hourly rate in it. |



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Requirements

Functional Requirements

Description of the system:

- An GO_FO allow you to book playground for playing football with your friends from home , you can choose your playground ,time ,distance and pay money by eWallet.
- Playground owner can organize table of booking and collect money.
- Administrator can ensure that is no fraud takes place .
- Surely , no one can enter to system without register in a system.

Requirements:

- Class owner: register himself , create profile , register playground and location, set of Reservation dates and he can change it , check e_wallet to collect money.
- Class administrator: register himself , create profile, he have accessibility to delete or suspend a particular reservation , check e_wallet to collect money and see the profile of player.
- Class player: register himself , create profile, booking playgrounds, filter them by the hours, date he selects, affordable, nearest distance ,pay the money of book by e_wallet, he can book an hour or more if was available, Selecting the free time he wants, Calculating the total price and he can send invitation to his team members via email, choose the type of playground(general, special) and area of playground.
- Class e_wallet: withdraw , deposit and contact with other services like Fawrey.

Non Functional Requirements

| | Details |
|------------------------|--|
| Performance | <ul style="list-style-type: none">• Register operation and booking play ground are done within 10 seconds. |
| Scalability | <ul style="list-style-type: none">• System support up to 200 player during booking. |
| security | <ul style="list-style-type: none">• Player has no right to see profile of other players.• No one outside the system can use system unless register in a system.• No one can control about e_wallet so it is so Almost impossible to hack it. |
| Usability | <ul style="list-style-type: none">• The system is so easy and not need from user to learn how using it , so the system take you step by step from open system to booking playground. |
| Portability | <ul style="list-style-type: none">• Administrator can move between canceling or suspending the reservation, or seeing the accounts of the registered players in the system with ease, as he does not need to take some steps to move from one option to another. |
| Maintainability | <ul style="list-style-type: none">• If you have any problem you can ask help and our Technicians will help you step by step even end your problem. |



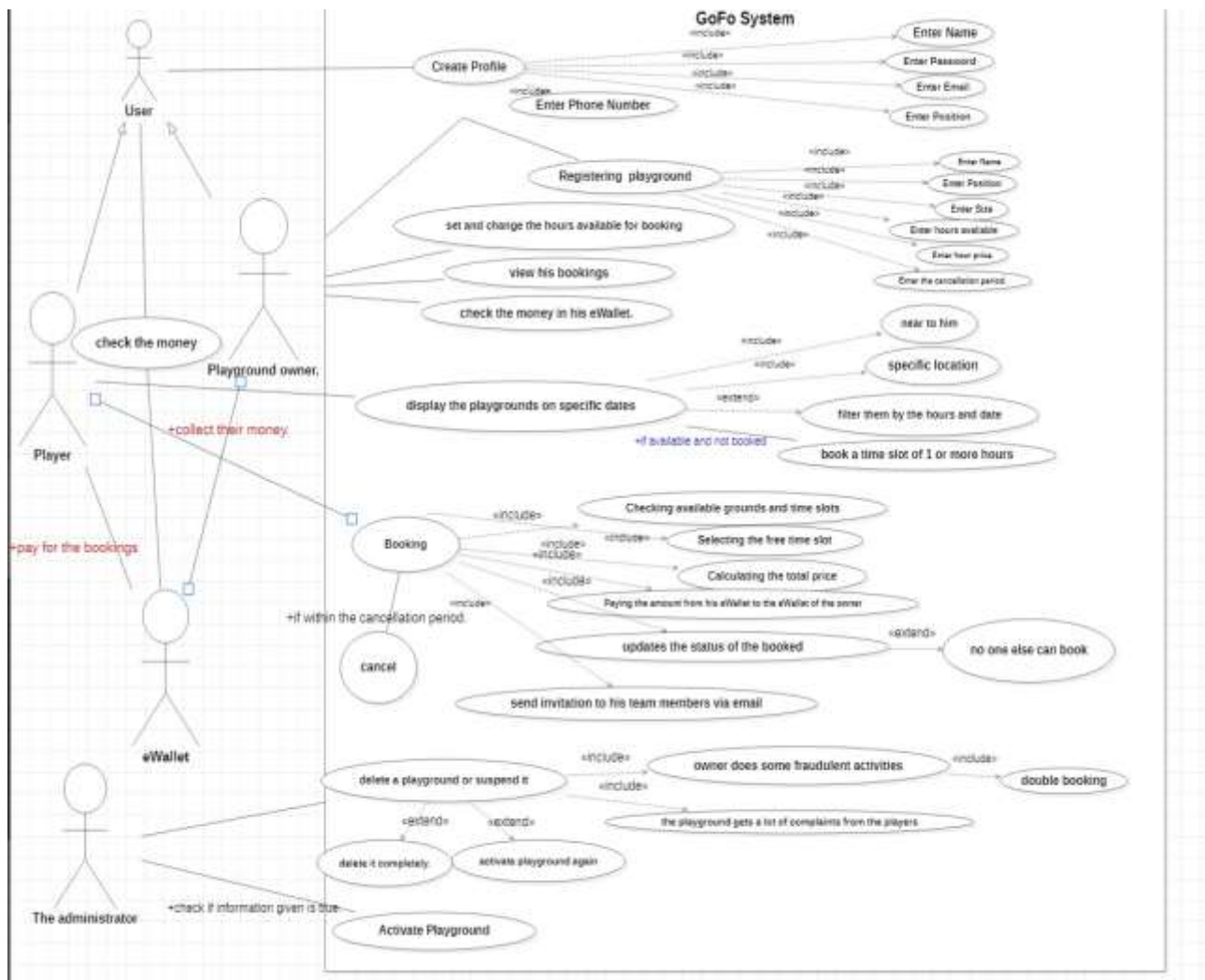
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System Models

Use Case Model

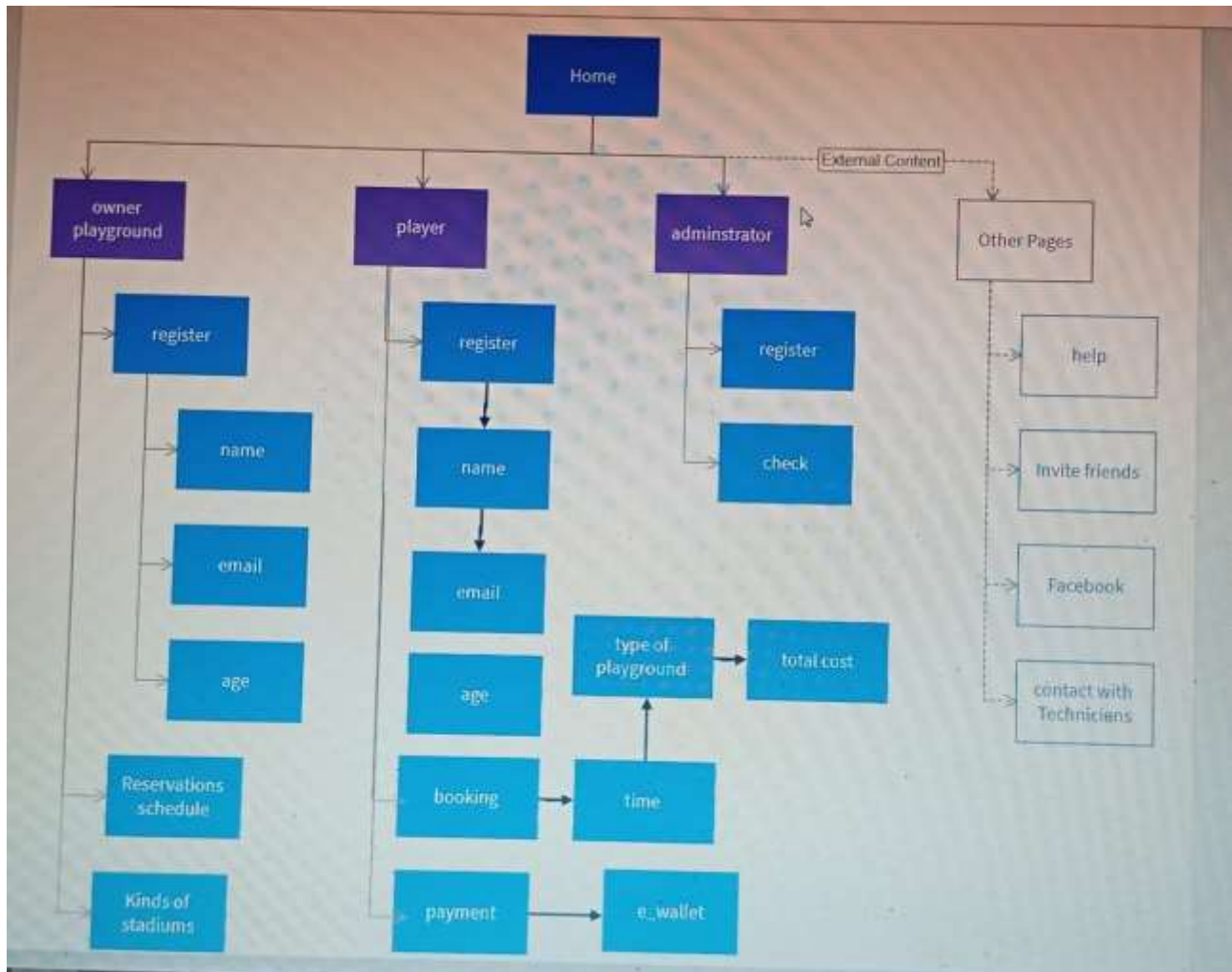




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System Navigation Map



Tools

- We are using to develop the design **StarUML**

Ownership Report

| Student | Items he created |
|-------------------------------------|------------------------|
| Mostafa Sayed Ibrahim | Part of introduction |
| Ahmed Mohamed Mahmoud Mohamed farag | Part of requirments |
| Ahmed Mohamed El Sayed Ibrahim | Part of Use case model |



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