

Iteration 1 Deliverable Template

Title Page - Project: Campus Sports & Events - Team: - Group: - Members: - Date:

1. Project Description (Brief description of the problem, target users, and what the app does)
2. Requirements (Table) Fill in requirements below.
3. High-Level Use Cases UC1: Create Event UC2: Discover & Join Event UC3: Auto Team Balance UC4: Event Chat UC5: Reminder Notification UC6: Rate Reliability/Sportsmanship UC7: Edit/Cancel Event UC8: Sign Up / Sign In
4. Use Case Diagram(s) (Insert diagram image here)
5. Requirements → Use Case Traceability Matrix (RUCTM) (Use table format to map requirements to use cases)
6. Use Case → Iteration Allocation Matrix (Use table format to map use cases to Iterations 1-3)
7. Domain Model (Insert domain model diagram and notes about entities/relationships)
8. Assumptions & Risks (List assumptions and risks here)
9. References / Tools (List tools, SDKs, and diagramming software used)

ID	Requirement	Type	Priority	Notes
R1	Students can create a sports event	F	H	
R2	Students can join events	F	H	
R3	Event chat for participants	F	M	