

Requirement Analysis

Football Club Management

Group-20

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Section 02

1. System Features

In Football Management System, we should have many functional and non-functional requirements. The major services for the system would be to create a database that stores information about club, staffs and players including stats and performance-based data. Moreover, system should have a communication platform between players and staffs. System should have a dashboard that shows selected players for next match's starting 11 or training time and schedule.

1.1 Documentation and Representation of data.

Stores players data and stats and represents data as requested.

1.1.1 Description and Priority

The system should document all kinds of player data like name age height weight and also performance-based data like goal scored, assist provided, key passes provided and duel won. The system also should calculate basic arithmetic. For example, system can calculate which player has good passing accuracy by calculating their pass.

1.1.2 Stimulus/Response Sequences

Based on the data the system will sort players based on the information provided. For example, if a coach wants a player that has good passing ability, the system should provide the players with great passing and key passing accuracy.

1.1.3 Functional Requirements

- REQ-1: System should be able to store data and statistics about players and staffs.
- REQ-2: System should represent data if given a constraint.
- REQ-3: System should be able to calculate arithmetic like find rate or average and percentages.
- REQ-4: System should also calculate the wages and bonuses of players and staffs.
- REQ-5: System should be able to represent data dynamically when asked.

1.1.4 Non-Functional Requirements

- REQ-1: System should provide reliable data that can help staffs to find optimal players.

1.2 Communication Platform for players and staffs.

Players and staffs should be able to communicate with each other in this system. This system should have a chatting mechanism.

1.2.1 Description and Priority

A proper chatting system should be implemented to the system, that allows players, coaches and staffs to communicate between each other. There should be a channel for everyone and also a personal communication system.

1.2.2 Stimulus/Response Sequences

Platform should have proper ways to communicate, like use of jpeg and pdf files should be implemented. Having a communication platform can also help players to be in constant communication. System should also have the ability where players can joke or post memes. This will help the players' moral to grow.

1.2.3 Functional Requirements

REQ-1: A Proper chatting system should be present.

REQ-2: Both personal and group chat should be available for players and staffs.

REQ-3: Users should be able to post jpeg, Mp3/mp4 and pdf formatted files.

1.2.4 Non-Functional Requirements

REQ-1: Chat system should be efficient and fast.

2. Other Nonfunctional Requirements

2.1 Performance Requirements

Performance is a very important constraint for the system. The system should be able to perform properly under various circumstances. As the system database will contain a lot of information, when asked the system should be able to output the data properly.

2.2 Safety Requirements

*As the database contains a lot of information about players and staff, system should be secured from any form of hack or attacks. System also have proper backup program in case of system failure.
preferences for various attributes, such as ease of use over ease of learning.>*

2.3 Business Rules

The business potential for the system is quite spectacular. But if implemented correctly the system will prosper. So we must need a planned business rules for the system.