Game Zone ISTIC

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# General Introduction

Clubs, associations and organizations are present in almost every institutional establishment, therefore there’s a strong competition in the domain, and each of these groups are working on their images and enlarging their communities by implementing innovative ideas and activities.  
The digital marketing aspect for this sector is very important, as it brings more audiences and builds solid communities.

This brings us to the subject of our club, “Game Zone ISTIC”, a club that was made for gamers by gamers to aid them in socializing and finding people of same interest and to compete and learn about this subject.

However, while investigating different aspects, we found out that the club’s activities are all over the place and the member’s data scattered on multiple programs and cloud sites like Google Drive and such. In addition, the administrator committee had to update data manually which made the process take longer than expected and it resulted in elongating multiple projects.

In this prospect, our project consists of making a website to centralize the information about our club, manage the club member’s activities, and projects.   
For the modeling of this project, we followed the methodology Agile "Scrum".  
This document sets out the work that we have carried out, organized into n chapters in order to achieve a reliable website.

* Chapter 1 entitled “requirements specification”

Finally, we summarize our report with a general conclusion and other stand points.Chapter I  
Requirements Specifications

### I.1- Introduction:

In this chapter, we will set out the functional and non-functional requirements, specify the actors of the system, the general use case diagram and the product’s backlog in order to obtain a well-built application that meets the club’s needs.

### I.2- Functional Requirements:

In every early stage of development, we have to ask ourselves “what are the needs?”, “what is the need for?”, and “How will it function?”, and the answer to these questions translates to highlighting the functionalities of the system overall.

These functionalities must be ordered, prioritized and quantified in the form of expected performance values.   
The system, as shown in the use case diagram, allows to:

* Browse Events page.
* Sign Up.
* Sign in.
* View progress.
* Modify profile.
* View overview page.
* Approve sign ups.
* Manage members.
* Manage events.
* Manage meetings.
* Manage assignments.
* Manage scores.

### I.3- Non Functional Requirements:

Non-functional requirements are general constraints on a system e.g., development costs, operational costs, performance, reliability, maintainability, portability, robustness, etc... They may be found in adverbs or modifying clauses, such as “the system allows for *a good and accessible* browsing experience”.

These requirements are essential in making a better experience for the user of a software, furthermore, for our project; we are opting for a very user friendly experience.  
Correspondingly, the non-functional needs are as follows:

* Aesthetically pleasing interface:

The application must have a beautifully designed interface that catches the attention of its users or casual visitors, its navigation should be smooth and polished.

* Accessibility:

It should be responsive on multiple devices and easy to use for everyone.

* Security:

Moreover, the application must respect the confidentiality of customers’ privacy and personal data.

* Efficient Performance:

Lastly, it should be fast, run consistently and with minimal to no errors.

### I.4- Actors:

Actors are entities that are not part of a system but interact with it externally; they are the users of the system.

For our website, we are presented with 3 actors:

* Internet user:

This actor represents any internet user that wants to browse the site for informational purposes or interested in registering in an open event.

* Member of the club:   
  This is a person who belongs to the club, has different tasks and meetings, and wants to track their progress inside the club.
* Administrator of the club:   
  A user who is part of the administration committee, who manages different aspects and activities of the club and its members.

|  |  |
| --- | --- |
| **Internet user** | * Browse website * Register for an open event * Sign up |
| **Member** | * Browse website * Register for an open event * Sign up * Sign in * View progress * Modify profile details * Tick finished tasks |
| **Admin** | * Browse website * Register for an open event * Sign up * Sign in * Approve sign ups * Manage members * Manage Events * Manage scores * Manage Assignments * Manage Meetings |

### I.5- Use Case Diagram:

A use case diagram is a visual portrayal that represents the different interactions that can occur between the users and the system in question, particularly, the objective of this diagram is to determine what every user awaits of the system.

### I.6- Product Backlog:

|  |  |  |  |
| --- | --- | --- | --- |
| **Application Backlog** | **Priority** | **Estimation** | **Planning** |
| As an admin, I can approve or deny sign ups | 1 |  | Sprint 0 |
| As an admin, I can manage members | 1 |  | Sprint 0 |
| As an admin I can manage assignments | 1 |  | Sprint 0 |
| As an admin I can manage events | 1 |  | Sprint 0 |
| As an admin I can manage scores | 1 |  | Sprint 0 |
| As an admin I can manage meetings |  |  | Sprint 0 |
| As an admin I can sign up |  |  | Sprint 0 |
| As an admin I can sign in |  |  | Sprint 0 |
| As an admin I can register for an event |  |  | Sprint 1 |
| As an admin I can browse the website |  |  | Sprint 1 |
| As a member I can browse the website |  |  | Sprint 1 |
| As a member I can register for an event |  |  | Sprint 1 |
| As a member I can sign up |  |  | Sprint 1 |
| As a member I can sign in |  |  | Sprint 1 |
| As a member I can view my progress |  |  | Sprint 1 |
| As a member I can modify my profile |  |  | Sprint 1 |
| As a member I can tick my finished tasks |  |  | Sprint 1 |
| As an internet user I can browse the website |  |  | Sprint 2 |
| As an internet user I can register for an open event |  |  | Sprint 2 |
| As an internet user I can sign up |  |  | Sprint 2 |

### I.9- Working Environment:

#### I.9.1-Methodology:

I.9.1.1-Agile methodology:

I.9.1.2-Scrum:

#### I.9.2-Development Tools:

### I.8- UIX Prototypes:

### I.9- Conclusion: