

Spree

Version 1.0

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Submitted in partial fulfillment

Of the requirements of

CS F213 OOP

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## **1.0. Introduction**

### ***1.1. Purpose***

The purpose of this document is to present a detailed description of the sports fest Spree. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is intended for Mr TSRK for his approval.

### ***1.2. Scope of Project***

This software system will be a Web Application for participants and non participants. This system will be designed to maximize the Spree Organizing Committee's productivity by providing tools to assist in automating the registration process and managing the sport related activities, which would otherwise have to be performed manually. By maximizing the Organizing Committee's work efficiency and production the system will meet the participants needs while remaining easy to understand and use.

More specifically, this system is designed to allow a Convener to manage and communicate with a group of Event Managers and participants.. The system also contains a relational database containing a list of Registered Participants, Scores and Standings, Schedule and Inventory.

### ***1.3. References***

***Y Pruthvi Sai - Spree 2014 Convener.***

### ***1.4. Overview of Document***

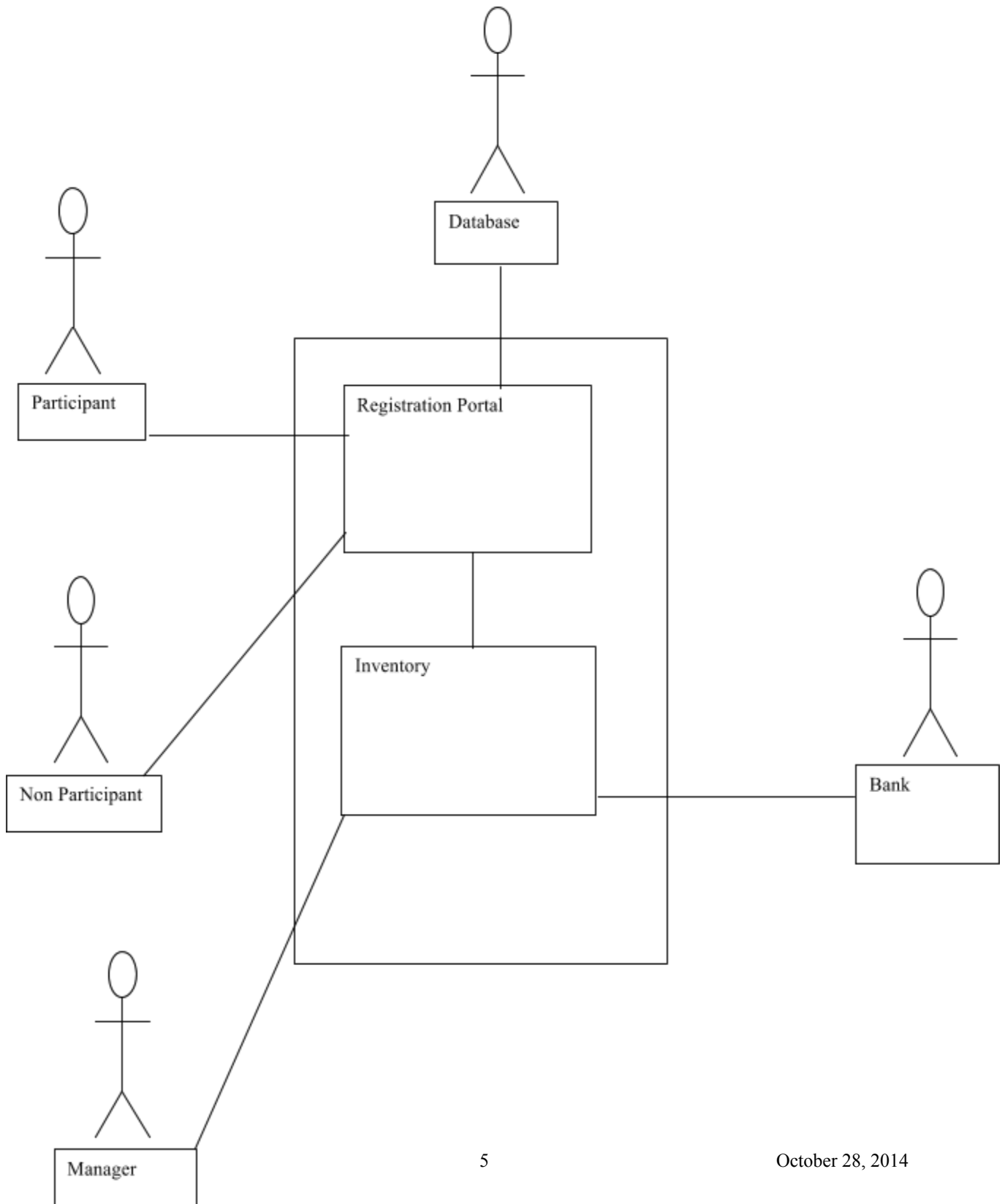
The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter.

The third chapter, Requirements Specification section, of this document is written primarily for the participants and describes in technical terms the details of the functionality of the product.

Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.

## 2.0. Overall Description

### 2.1 *System Environment*



**Figure 1 - System Environment**

Spree has four active actors and one cooperating system. The Participants and Non-Participants access the Online Registration portal through the Internet. The database is updated according to the registration data entered on the portal. The bank processes the payment related activities. The event managers update data (scores and schedules) in the database for their respective sport. The convener supervises the entire functioning of the system

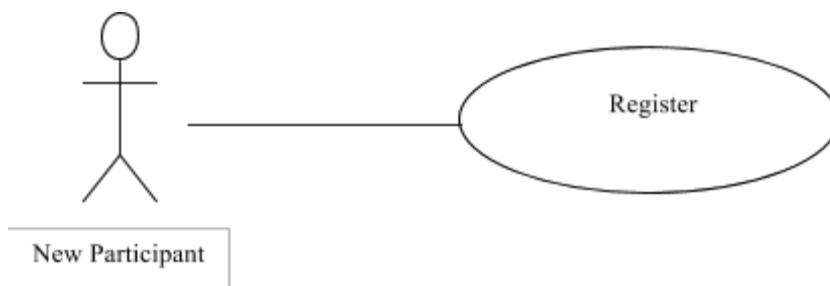
## **2.2      *Functional Requirements Specification***

This section outlines the use cases for each of the active actors separately. The reader, the author and the reviewer have only one use case apiece while the editor is main actor in this system.

### **2.2.1    New Participant Use Cases**

Use case: **Register**

**Diagram:**



### Brief Description

The New Participant accesses the Online Registration Portal and registers for an account.

### Initial Step-By-Step Description

Before this use case can be initiated, the Reader has already accessed the Online Registration Portal

1. The New Participant chooses the sign up option.
2. The system displays the data entry fields to the New Participant .
3. The New Participant enters the required data.
4. The system presents the confirmation message to the New Participant .
5. The system updates the database with the new registration data.

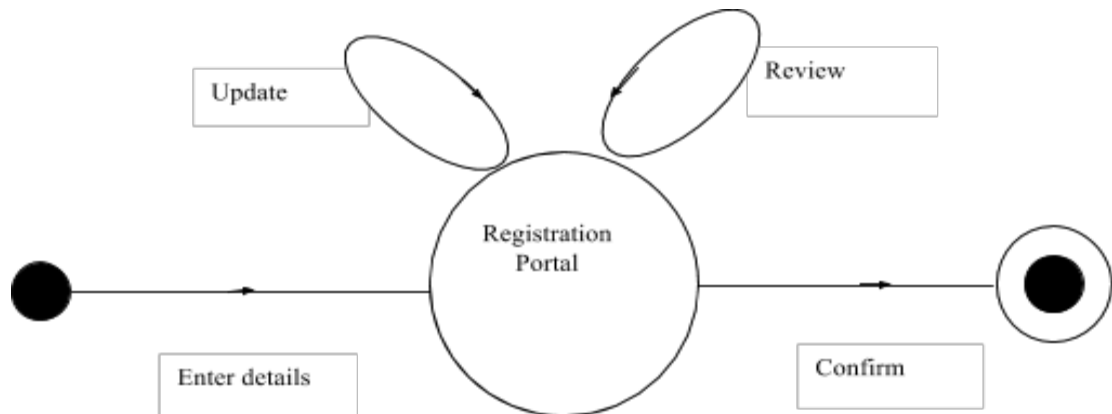
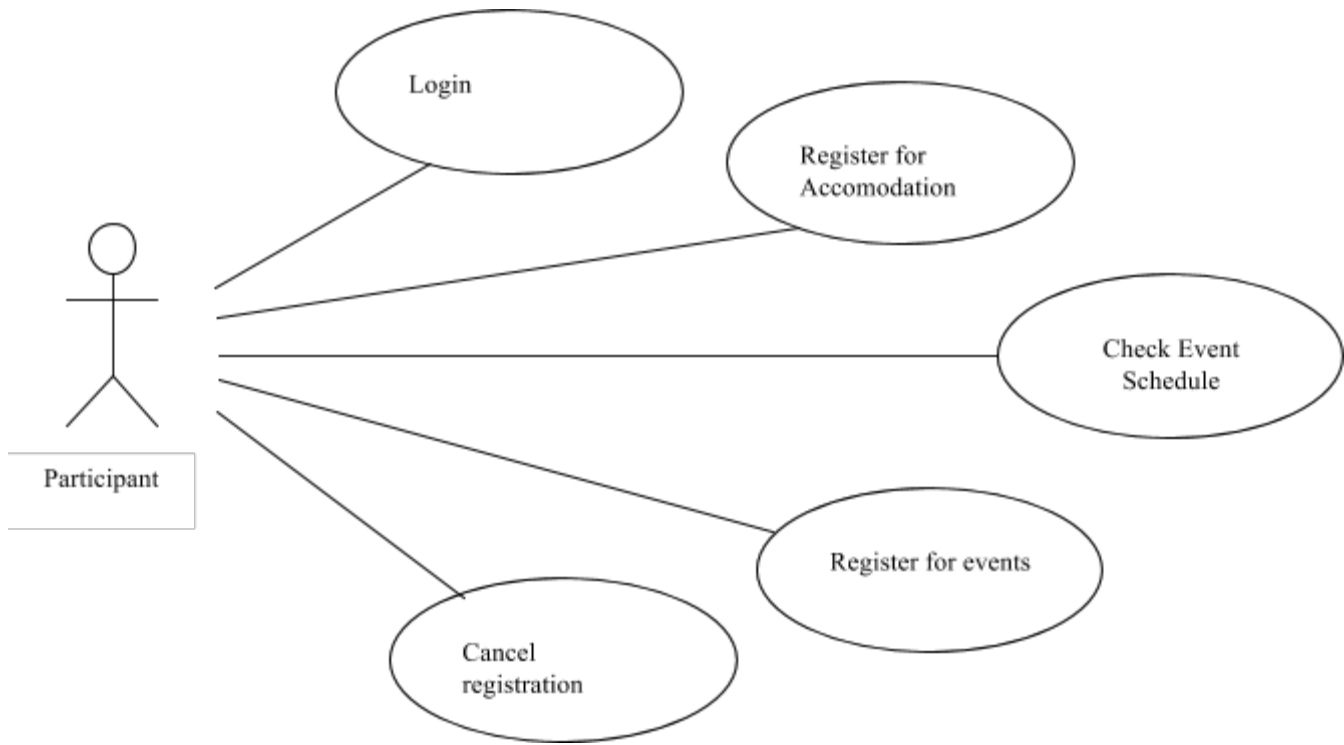


Figure 2 - Registration Process

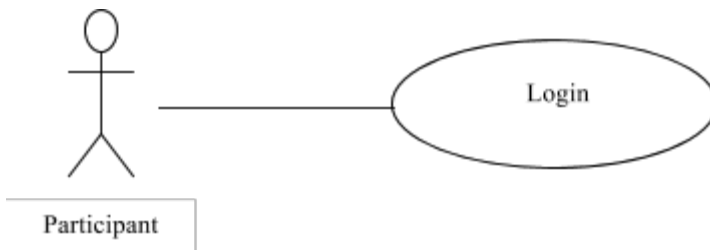
### 2.2.2 Participant Use Cases

New Participants who have registered are now known as participants.



Use case: Login

**Diagram:**



#### **Brief Description**

The participant logs in to the portal to access his account.

#### **Initial Step-By-Step Description**

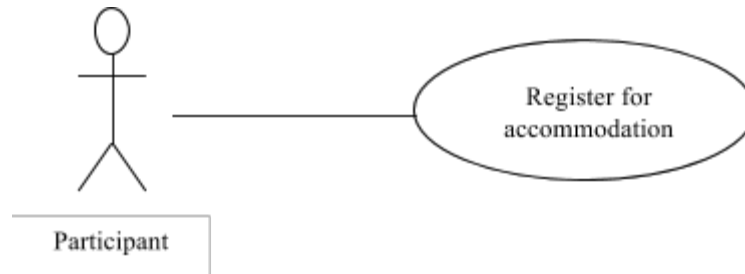
Before this use case can be initiated, the Participant has already connected to the Online Portal.



1. The participant chooses the *Login* button.
2. The participant enters the username and password.
3. The System performs a database lookup and allows the user to access his account.

Use case: Register for accommodation

**Diagram:**



**Brief Description**

The participant registers for accommodation outside or inside the campus.

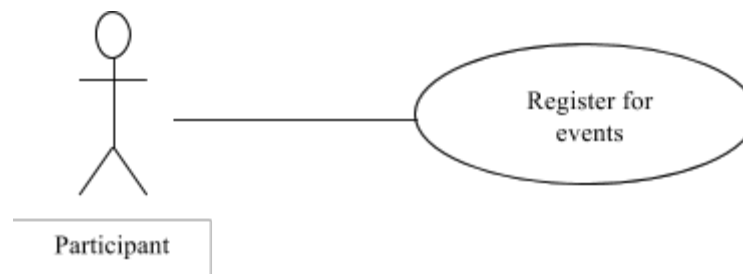
**Initial Step-By-Step Description**

Before this use case can be initiated, the Participant has already logged in to the Online portal.

1. The participant chooses the Register for Accommodation option
2. The participant chooses between accommodation inside and outside the campus.
3. The system checks the availability of accommodation.
4. If available, the participant enters the details.
5. The bank processes the payment.
6. On confirmation of payment from the bank, the system allots accommodation to the participant and updates the database.

Use case: Register for events

**Diagram**



### **Brief Description**

The participant registers for events(Sports or Spree night).

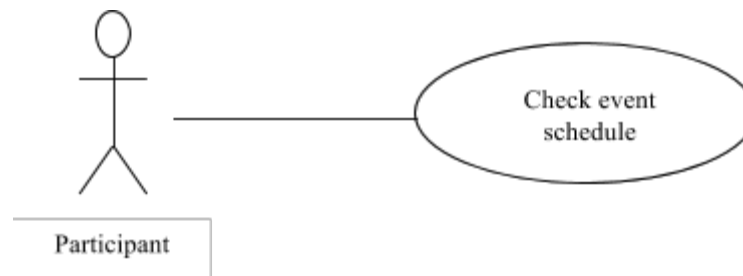
### **Initial Step-By-Step Description**

Before this use case can be initiated, the Participant has already logged in to the Online portal.

1. The participant chooses the Register for Event option
2. The participant chooses between Register for Sports or Register for Spree Night .
3. If the participant clicks Register for Sports,then he has to choose the sport(football,cricket,table tennis,basketball,badminton,tennis,volleyball,chess and carrom).
4. The system checks the database for the number of participants(to check if it has not exceeded).
5. If available, the participant enters the details.
6. The bank processes the payment.
7. On confirmation of payment from the bank, the system allots registration number to the participant and updates the database.

Use case: Register for events

### **Diagram**



### **Brief Description**

The participant checks the event schedule provided on the portal.

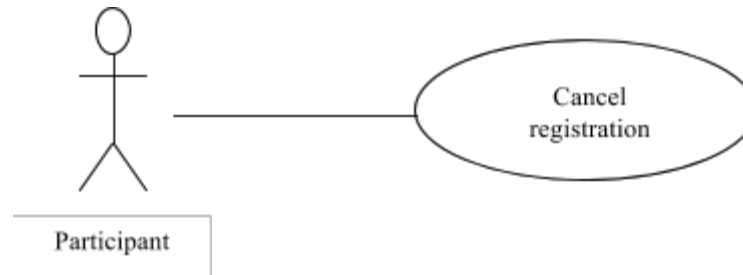
### **Initial Step-By-Step Description**

Before this use case can be initiated, the Participant has already logged in to the Online portal.

1. The participant chooses the Check Event Schedule option
2. The participant chooses the event whose schedule is needed.
3. The system fetches the schedule from the database and displays to the participant.

Use case: Cancel registration

**Diagram:**



**Brief Description**

The participant can apply to cancel his event registration and request reimbursement.

**Initial Step-By-Step Description**

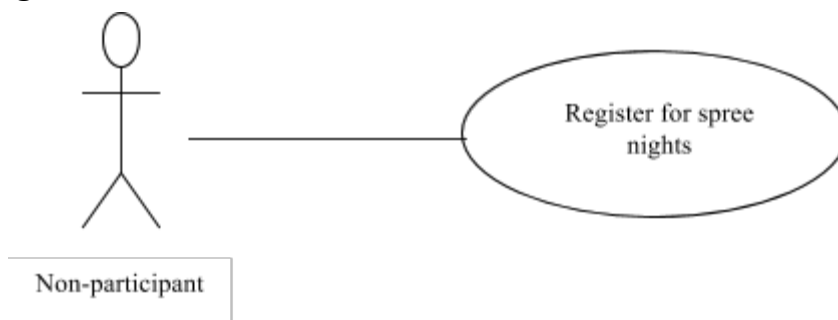
Before this use case can be initiated, the Participant has already logged in to the Online portal and has registered for an event.

1. The participant selects the Cancel Registration option.
2. The participant selects the event for which he wants to cancel his registration.
3. The system notifies the convener and the bank for approval of reimbursement.
4. The fee is reimbursed to the participant if the convener approves the request.

**2.2.3 Non-participant Use Case**

Use case: Register for Spree Nights

**Diagram:**



**Brief Description**

The non-participant can register for Spree special nights.

### Initial Step-By-Step Description

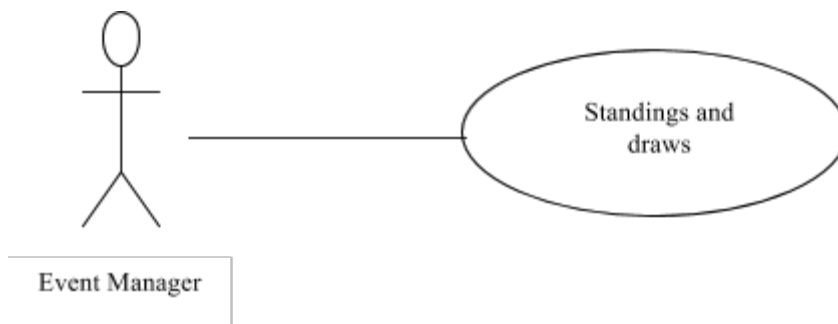
Before this use case can be initiated, the non-participant has already connected to the Online portal.

1. The non-participant chooses the Register for Spree nights option
2. The system checks the database for the availability of passes.
3. If available, the participant enters the details.
4. The bank processes the payment.
5. On confirmation of payment from the bank, the system allots registration number to the participant and updates the database.

### 2.2.4 Event Manager Use Cases

The Event Manager has the following sets of use cases:

**Diagram:**



### Brief Description

The Event Manager updates the database about the standings and draws of different events.

### Initial Step-By-Step Description

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1. The Event Manager collects data(scores, statistics) of his event regularly.
2. The Event Manager updates data in the database.

### Event Schedule Update use cases

Use case: Event Schedule Update

**Diagram:**

### Brief Description

The Event manager can update and schedule events according to the standings.

### Initial Step-By-Step Description.

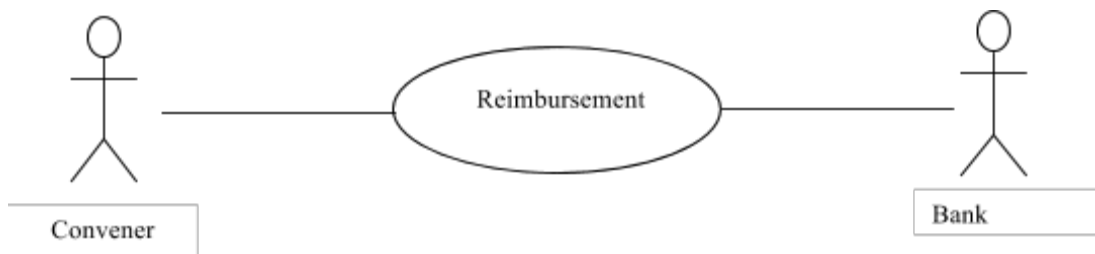
1. The Event manager selects the Event Schedule Update option.
2. The Event Manager selects the event.
3. The Event Manager enters data if required.
4. The system updates the database according to the data

#### 2.2.4 Convener Use Cases

The Convener has the following sets of use cases:

Use case: Reimbursement

### Diagram:



### Brief Description

The Convener approves the reimbursement to the participants from the bank account.

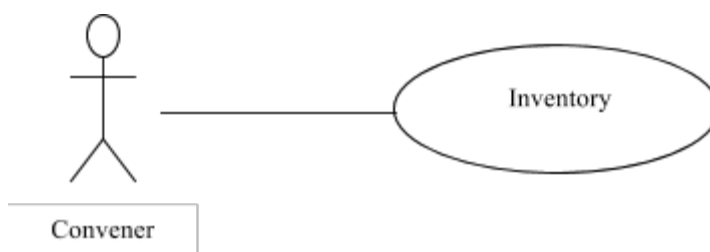
### Initial Step-By-Step Description

Before this use case can be initiated, the

1. The convener is notified of pending reimbursement requests after a participant cancels his registration.
2. The convener can approve or reject the request and the amount to be reimbursed.
3. The bank completes the transaction and provides confirmation.

Use case: Inventory

### Diagram:



### Brief Description

The convener manages the issue and deposit of equipment from the inventory.

### **2.3      *User Characteristics***

All participants and managers are expected to be Internet literate and be able to use a web-based portal. The main screen of the Online portal will have the option to login as the event manager and convener.

The Event Manager and convener should be able to enter data in the specified formats.

### **2.4      *Non-Functional Requirement***

The Online Portal will be on a server with high speed Internet capability. The physical machine to be used will be determined by the Organizing Committee of Spree. The software developed here assumes the use of a tool such as Tomcat for connection between the Web pages and the database. The speed of the Participant's connection will depend on the hardware used rather than characteristics of this system.

The Administrator Panel will run on the Convener's PC and will contain a database. Access is already installed on this computer and is a Windows operating system.

### **3.0. Requirements Specification**

#### **3.1 External Interface Requirements**

The only link to an external system is the link to the Spree Database to verify the membership of a Participant as well as to fetch and display Event schedules and standings. The Database fields of interest to the Spree portal are member's name, membership (ID) number, and email address (an optional field for the Database).

The *Login* use case sends the Participant ID to the Database and a Boolean is returned denoting membership status. The *Register* use case requests a list of member names, membership numbers and (optional) email addresses when adding a new Participant. It returns a Boolean for membership status when updating a Participant.

#### **3.2 Security**

The server on which the Online portal resides will have its own security to prevent unauthorized *write/delete* access. There is no restriction on *read* access. The use of email by an Participant is on the client systems and thus is external to the system.

The PC on which the Administrator Panel resides will have its own security. Only the Convener will have physical access to the machine and the program on it. There is no special protection built into this system other than to provide the convener with *write* access to the Online Portal.

## Database Specifications

Table Name:Participant

Item	Type	Description
Name	String	Name
ID	Number	Unique ID
Email	String	abcd@fgh.com
Mobile Number	Number	
Username	String	Username
Password	String	Password
Accomodation	String	Location of stay
Participations	String	Involvements
Achievements	String	

Table Name:Spree Nights

Item	Type	Description
Registration ID	Number	Unique ID of person
Pass ID	Number	Pass ID for Nights
Status	String	Status of registration



Table Name:Accommodation

<b>Item</b>	<b>Type</b>	<b>Description</b>
Registration ID	Number	Unique ID of person
Location	String	Inside or Outside
Status	String	Status of allotment
Inside Allotment	String	Inside allotment location

Table Name: Administrators

<b>Item</b>	<b>Type</b>	<b>Description</b>
Name	String	Name of the administrator
Username	String	Username
Password	String	Password
Responsibility	String	Convener or EM

Table Name: Sport Registrations

<b>Item</b>	<b>Type</b>	<b>Description</b>
Sport ID	Number	Table ID for individual sport
Total Slots	Number	Total decided slots
Available Slots	Number	

### Generic Table Format for Each Sport

<b>Item</b>	<b>Type</b>	<b>Description</b>
Sport ID	Number	Unique Table ID
Participants	Number	Unique IDs of all the participants of the event
Round #	Number	Stage of the competition
Fixtures	String	upcoming Fixtures list
Scores	String	Scores for completed matches