PROJECT REQUIREMENT SPECIFICATIONS

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Of the requirements of
CS F213 Object Oriented Programming

Under the Guidance of:
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Table of Contents

1. INTRODUCTION

1. 1 Purpose

The purpose of this document is to present a detailed description of the Spree App. It will explain the purpose and features of the app, 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.

1. 2. Scope of the Project

This Software will be an extensive management system for organizing Spree. This software will be designed to smoothly organize the event by providing Users a variety of tools to keep up with the current happenings during the sport events. The user can get updates, scores and fixtures on the go. Participants can also keep a track of their matches and register for events at ease.

More specifically, this application is designed to follow you favourite sport events and access scores and fixtures on the go. Participants can access fixtures and find their way around the campus using the GPS maps provided by the app. They can also set reminders for their matches and register for events with much ease.

1. 3. Glossary

Term	Definition
Participant	The person playing or competing in a major Event.
User	Person witnessing the matches but is not competing in it.
Database	Collection of all the information monitored by this system.
Admin	The person managing and coordinating the whole event.
Event Manger	The person responsible for updating scores i.e., referee.
Bank	The person in charge of carrying out transactions.
Main Event	A sport which is conventional like Cricket, Football, etc.
Unconventional Sport	A sport which has weird rules and is not conventional like Futsal, 3V3, etc.
Informal Sport	A sport which not a formal sport and is played for fun rather than competition like Sudoku.
Pro-Night	A special event where various artists will be performing.
Betting	An unofficial game wherein one participant can bet for his team in one of their matches.
Sponsor	Any person or organization which invests in the event.
Prize Money	The amount given to the winning team in each sport.

2. OVERALL DESCRIPTION

2. 1. Functional Requirement Specification

2. 1. 1 Pre Spree

This section outlines the use cases for each of the active actors separately. The User has only one use case while the Admin is main actor in this system.

2.1.1.1 User Use Case

Use case: **Register**
Diagram:
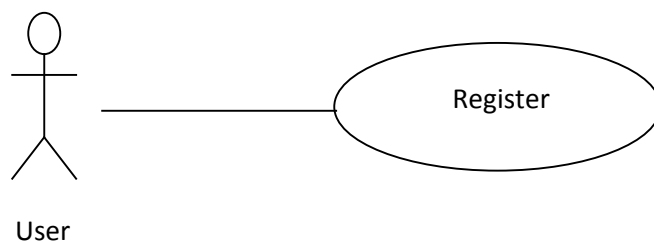
Register

User

Brief Description

The user can register for sports in spree.

Initial Step-By-Step Description

Before this use case can be initiated, the user accessed to home page of spree.

1. The user chooses the register option.
2. The system sends confirmation.

Diagram:

Brief Description

The user can register for sports in spree.

Initial Step- By- Step Description

1. The user chooses the register option.
2. The System enables Main Events options.
3 .The user can register for the main sports and   unconventional Sports.
4 .The system sends the confirmation.

. Diagram:

Brief Description

The user can register for sports in spree.

Initial Step- By- Step Description
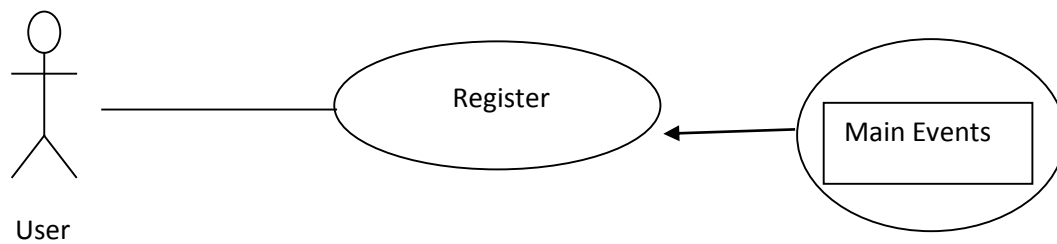
Before this use case can be initiated, the user accessed to home page of spree.

1. The user chooses the register option.

2. The System enables Main Events options.

3 .The user can register for the main sports and   unconventional Sports.

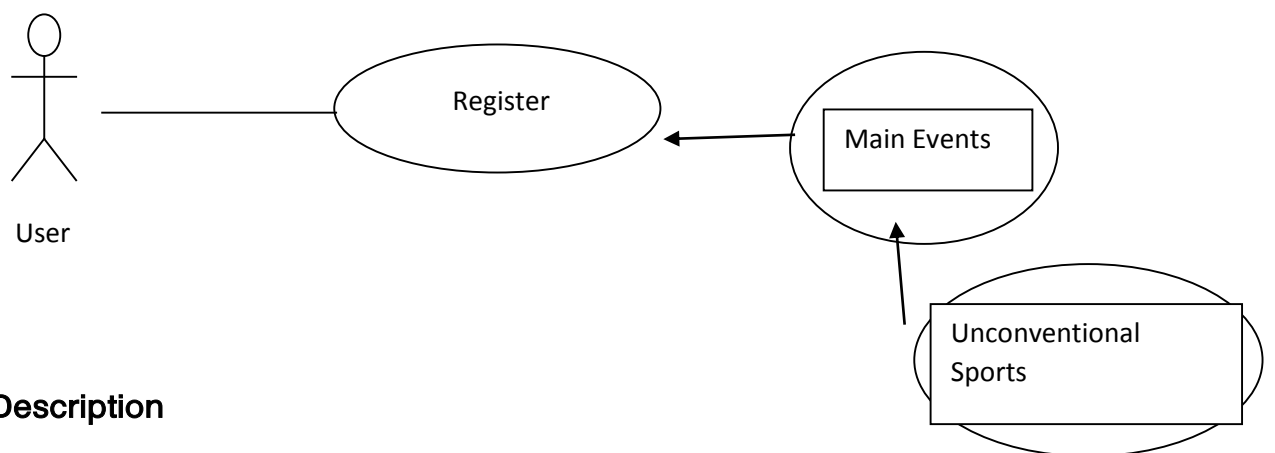4 .The system sends the confirmation

Diagram:

Brief Description

The user can register for accommodation in spree.

Initial Step- By- Step Description

1 .The user chooses the register option.

2 .The system provides options.

3 .The user chooses the accommodation option.

4 .The system sends confirmation.

Diagram:
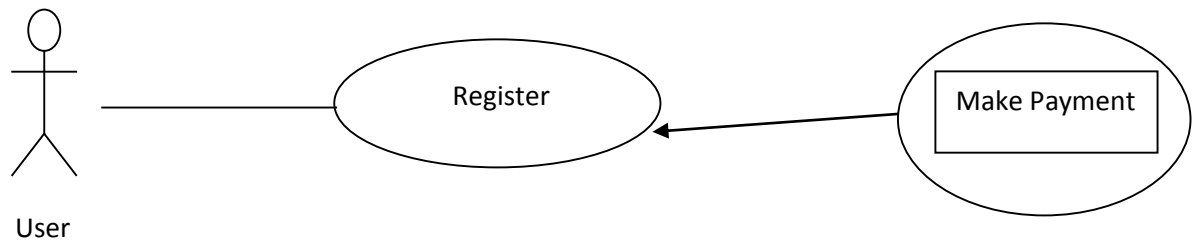
Brief Description

The user can pay for registration in spree.

Initial Step- By- Step Description

Before this use case can be initiated, the user accessed to home page of spree.

1 .The user chooses the register option.

2 .The System provide options.

3 .The user choose any sports or accommodation.

4 .The user has to pay for registration.

Diagram:

Brief Description

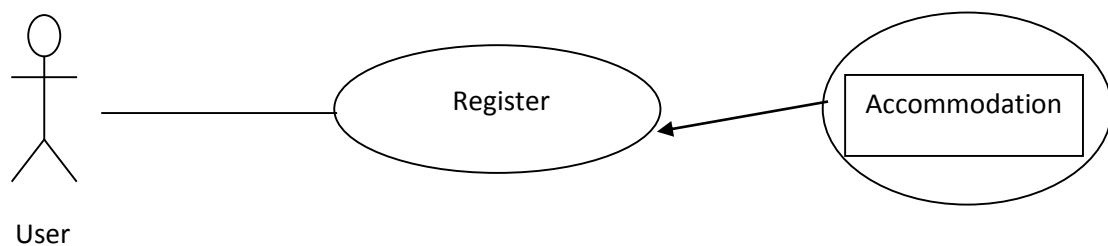The user can get pending registration message in spree.

Initial Step- By- Step Description

Before this use case can be initiated, the user accessed to home page of spree.

1 .The user chooses the register option.

2 .The system provides options.

3 .The user can register for sports or accommodation.

4 .The user can get pending registration message, if any.

Diagram:
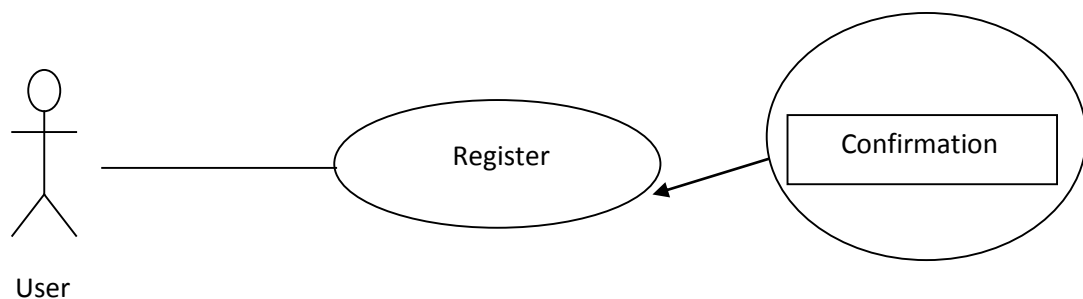
Brief Description

The user can get confirmation registration message in spree.

Initial Step- By- Step Description

Before this use case can be initiated, the user accessed to home page of spree.

1 .The user chooses the register option.

2 .The system provides options.

3 .The user can register for sports or accommodation.
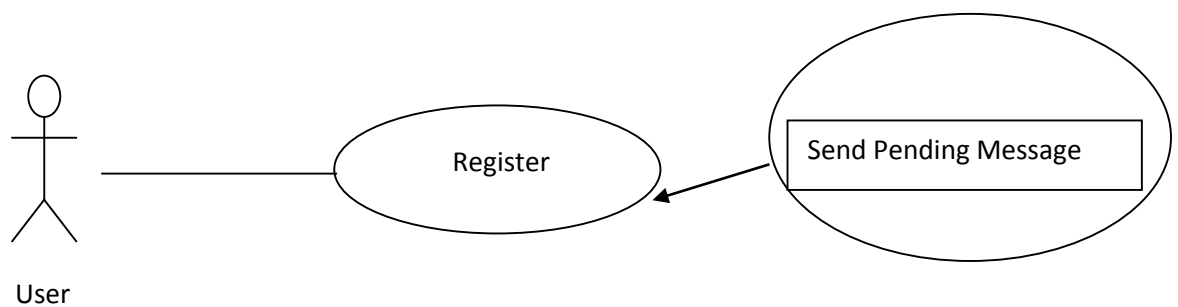
4 .The user can get confirmation registration message

2. 1. 1. 2.   Admin Use Case

Use case: Finance Diagram:
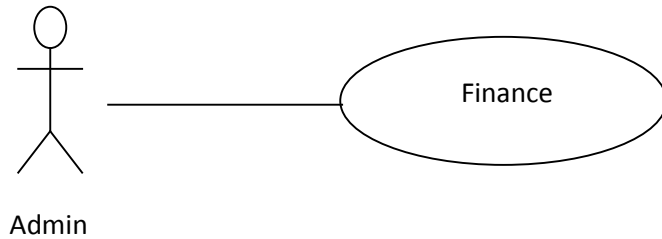
Admin — Finance

Brief Description

The Admin can update database and receive payments.

Initial Step- By- Step Description

Before the Admin uses this use case he has to

1. First the Admin choose Finance Tab

2. Then system displays various options to update finance database and receive payments.

Use case: receive Payment
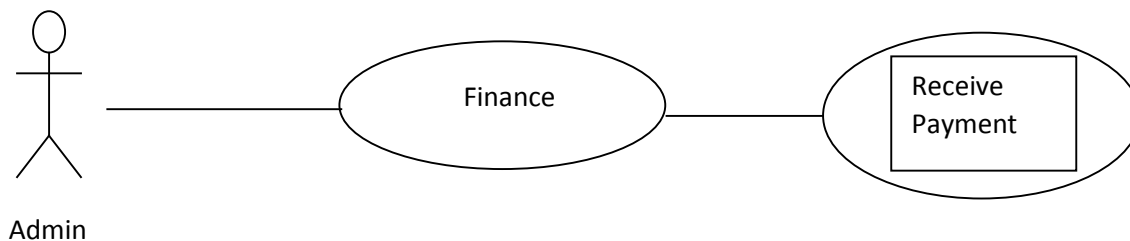
Diagram:

Admin — Finance — Receive Payment

Brief Description

The Admin receives the payment from the bank which is paid by Participant on account of registration.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the update Finance tab and then Receive Payment.

1. He chooses the Receive Payment from Update Finance.

2. Then system displays the recent payment details of the participants.

Use case: Update Database

Diagram:

Admin

Brief Description

The Admin receives the payment and update the Finance database.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Finance tab.

1. He chooses the Update database from Finance.

2. System updates the database if any payment is received

Use case: Manage Participants
Diagram:

Admin

Brief Description

The Admin can access the details of the participants and he can update it.

Initial Step- By- Step Description

Before the Admin uses this use case, he has accessed the Admin portal.

1. He chooses the Manage Participants tab.

2. First he selects the event.

3. Then system provides the details of the participants.

4. He selects the participant.

5. Then he can edit the details of him/her.

Use case: Receive Registration
Diagram:
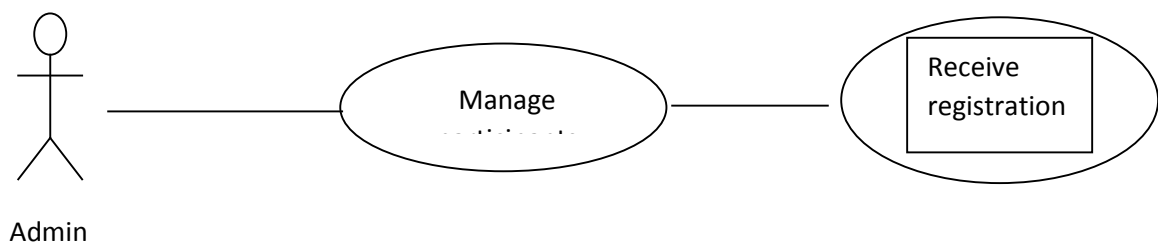
Admin

Brief Description

The Admin gets the details of participants who have done their registrations and he can validate it.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage participants tab.

1. He chooses the Receive Registrations tab from Manage participants.

2. First he selects the events.

3. The system provides the list of events.

4. Then he selects the event required.

5. Then the system displays all the participants registered who were not approved.

Use case: Approve Registration Diagram:
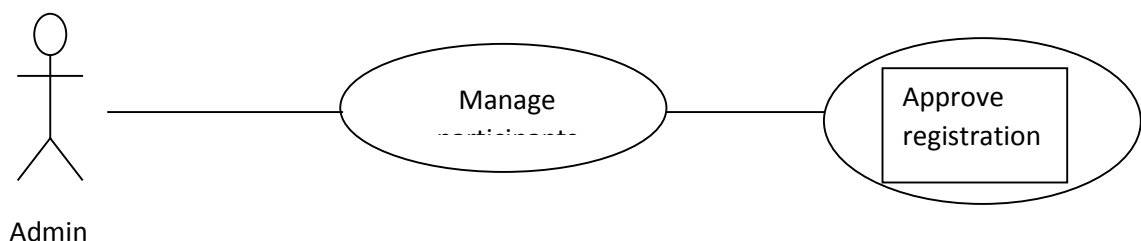
Admin

Brief Description

The Admin can validate the details of participants and approve the registration.
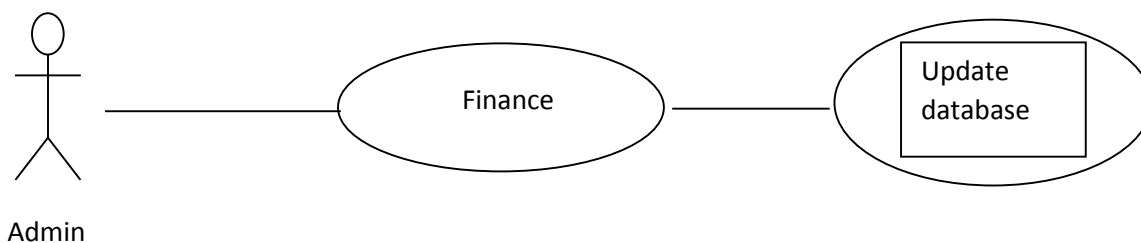
Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage participants tab.

1. He chooses the Approve registration tab from Manage participants.

2. First he selects the events.

3. The system provides the list of events.

4. Then system provides the details of the participants.

5. Then he selects the participant.

6. He can approve the participants of pending registration and other new registrations received.

Use case: Pending Registration Diagram:
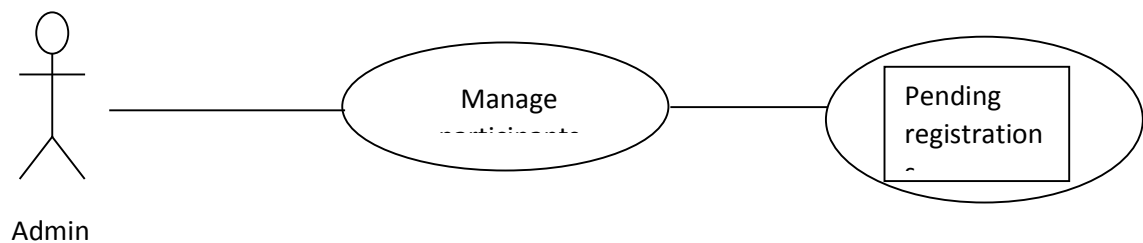
Admin

Brief Description

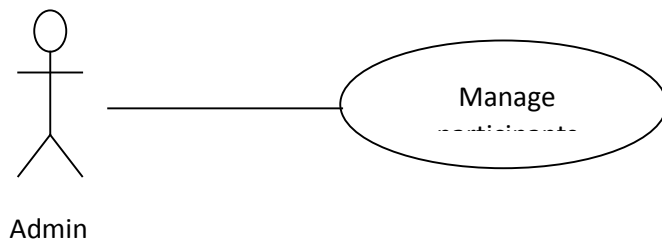The Admin can put up the participants registered to pending as he couldn't validate them.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage participants tab.

1. He chooses the Pending registrations tab from Manage participants.

2. First he selects the events.

3. The system provides the list of events.

4. Then he selects the event required.

5. Then the system displays all the participants registered who were not approved.

6. Then he can select the participants whose details are not validated and put up Pending.

2.1.2 Spree

2.1.2.1 Participant Use Case

**Use case: Login
Diagram:**
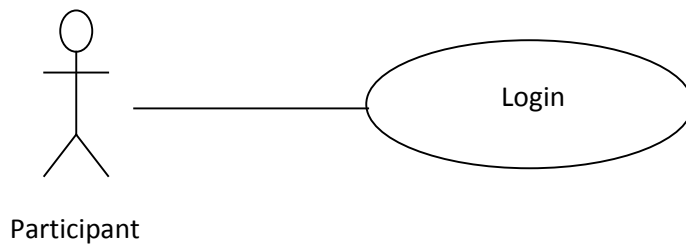
Participant

Brief Description

The Participant can access his/her Schedules, Fixtures, and Betting Fields by logging in to the Participant Portal on the Homepage.

Initial Step- By- Step Description

Before this use case can be initiated, the Participant is present on the Home Page of the Spree app.

1. Participant selects the *Login* tab on the home page.
2. The system displays fields for entering in the Username and Password.
3. The system verifies the credentials from the database and grants access after verification.

USE CASE: Register

Diagram
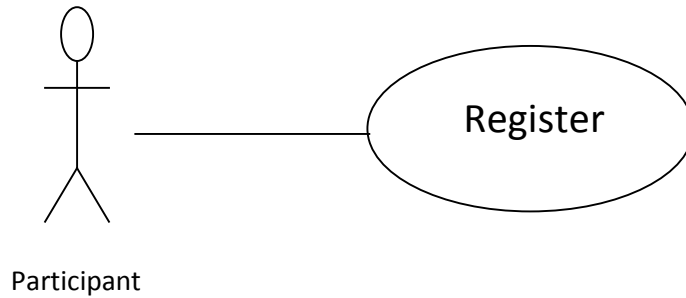
Participant

Brief Description:

The Participant can register for Informal Sports, Accommodation and Pro-Nights.

Initial Step- By- Step Description:

Before this use case can be initiated, the Participant has successfully logged in through the Spree app.

1. The participant selects the *Register* tab after logging in.
2. The system displays three options viz. Informal Sports, Accommodation, and Pro-Nights
3. The participant selects an option and proceeds to the banking portal for authentication.

USE CASE: Betting

Diagram:
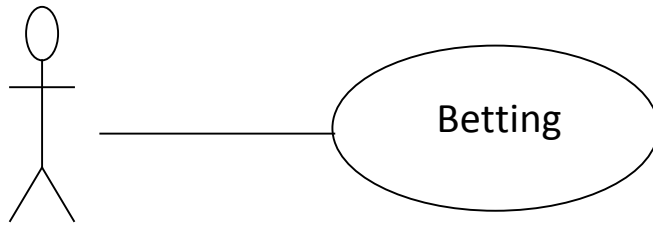
Participant

Brief Description:

The Participant can bet for or against a team.

Initial Step- By- Step Description:

Before this use case can be initiated, the Participant has successfully logged in through the Spree app.

1. The system shows a list of all matches and the corresponding odds.
2. The participant can select a match and the amount he wants to bet for.

USE CASE: Reminders

Diagram:
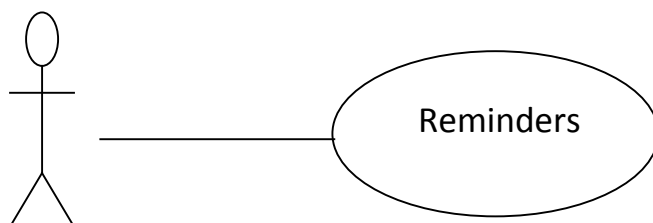
Participant

Brief Description:

The participant can get reminders for his upcoming matches.

Initial Step- By- Step Description:

Before this use case can be initiated, the Participant has successfully logged in through the Spree app.

1. The system fetches the fixtures list from the database and displays it to the participant.
2. The participant can set Reminders for desired matches.

2.1.2.2   User Use Cases

Use case: View Events
Diagram:
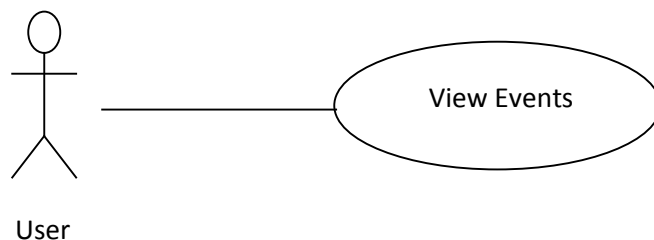
User

Brief Description

The User accesses the Spree Home page and can get the list ,info of events occurred in the past.

Initial Step-By-Step Description

Before this use case can be initiated, the user has already accessed the Spree Home page.

1. The user chooses to view events option.
2. The system displays the list of events occurred to the User.
3. The user selects the event desired.
4. The system presents the info of players and scores to the User.

. Use case: Locate Event

Diagram:

Brief Description

The user get the location of any event occurring during spree.

Initial Step- By- Step Description

Before this use case can be initiated, the user has already accessed to the Spree Home page.

1. The user chooses the *Locate Event option*
2. The System displays the list of events.
3. The User selects the particular event.
4. The System provides the google map location of the selected event.
   .

Use Case: Updates

Diagram:
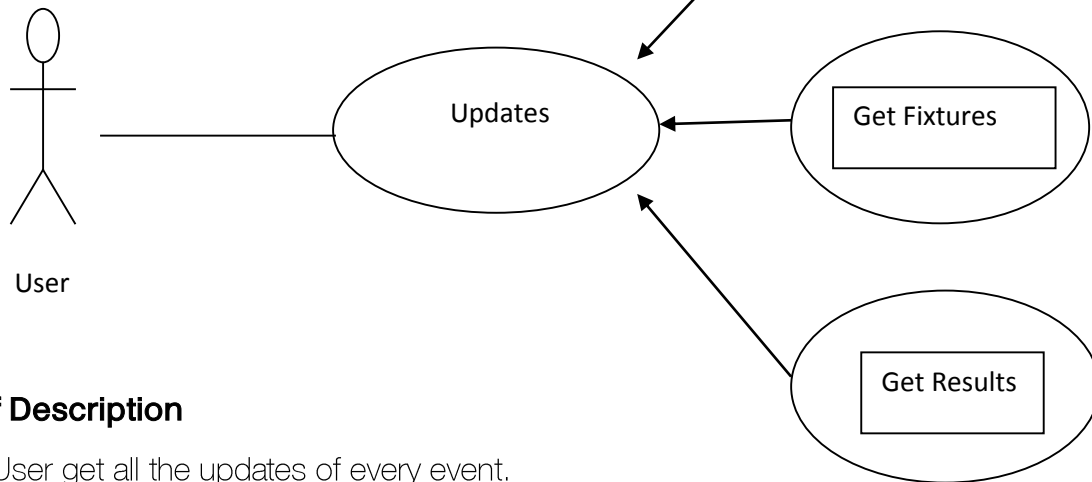
User

Brief Description

The User get all the updates of every event.

Initial Step- By- Step Description

Before this use case can be initiated, the user has already accessed to the Spree Home Page.

1. The User chooses the updates option.

2. The System displays the list of events during Spree.

3. The user selects the particular event.

4. The System provides the all updates of Live Scores, Fixtures, and Results.

:

Use Case: Register for Nights and Informal Diagram:
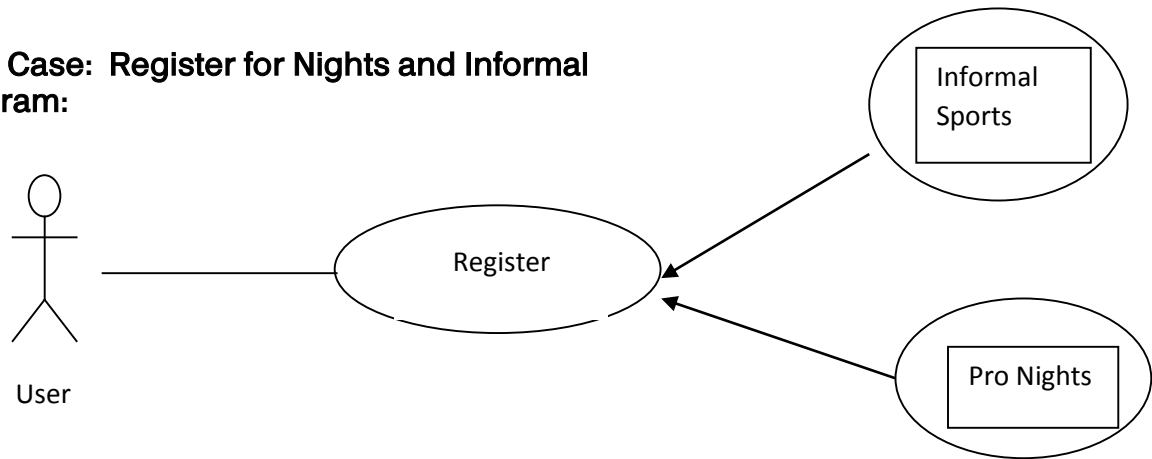
Brief Description

The User can register for informal sports and Pro Nights.

Initial Step- By- Step Description

Before this use case can be initiated, the user has already accessed the Home page of the

Spree.

1. The user chooses the register option.
2. The system displays list of informal sports and pro nights.
3. The User now can register and make payment.
4. The User can unregister also.
5. The System sends a confirmation to the user.

Use case: Team and Players info

Diagram:
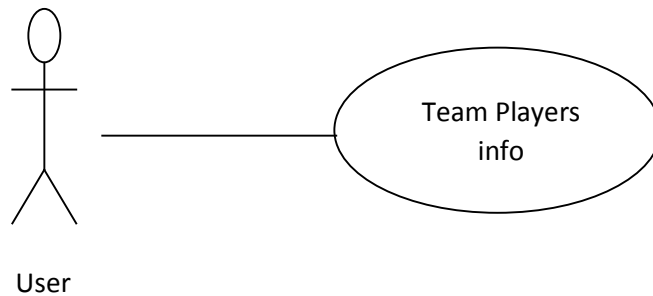
User

Brief Description

The User get the team and player info.

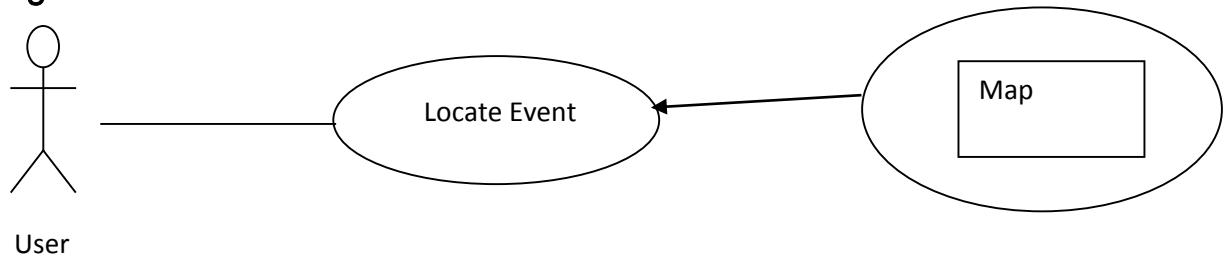**Initial Step- By- Step Description**

Before this use case can be initiated, the User has already accessed the home page of the Spree.

1. The user chooses the team and player info option.

2. The System provides the teams and players list.

3. The User selects a particular team.

4. The System provides the info of team players.

2. 1. 2. 3.   Admin Use Cases

Use case: Manage Event
Diagram:
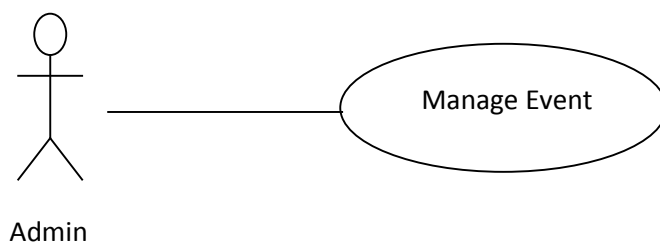
Admin

Brief Description

The Admin manages the events, participants, fixtures and various other related aspects of Spree

Initial Step- By- Step Description

Before the Admin uses this use case

1. First the Admin chooses the Manage Events Tab

2. Then it opens into another user interface which gives him access to create new events, manage fixtures scores ,events etc.

Use case: Set Registration Rules
Diagram:
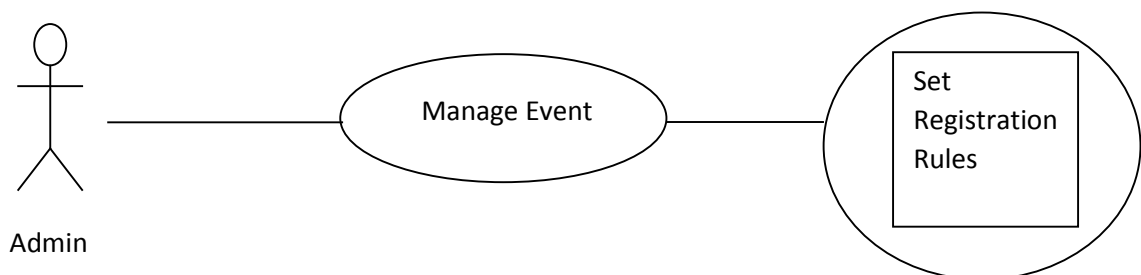
Brief Description

The Admin sets registration rules for different events occurring in Spree.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage vents tab.

1. He chooses the Set Registration Rules.

2. Then he selects an event to set rules for it.

3. He fills the rules for it.

4. If he wants to update the rules, the system presents the list of the existing rules and then he edits it.

Use case: Manage Participants
Diagram:
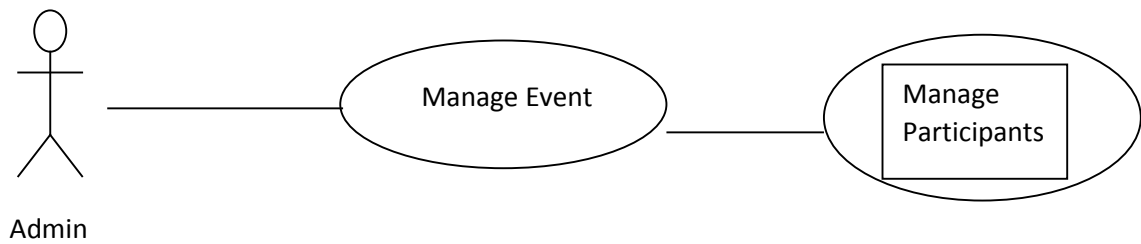
Brief Description

The Admin can access the details of the participants and he can update it.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab.

1. He chooses the Manage Participants tab from Manage events.

2. First he selects the event.

3. Then system provides the details of the participants.

4. He selects the participant.

5. Then he can edit the details of him/her.

Use case: Updates and Results
Diagram:

Brief Description

The Admin receives the details of the information of different events occurring in Spree from the Event Managers.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab.

1. He chooses the Updates and Results tab from Manage events.

2. The system gives list of events in Spree.   .

3. He has to choose the event.

4. Then the system displays the updates from the event managers who updated the information in database.

Use case: Send Reminders Diagram:
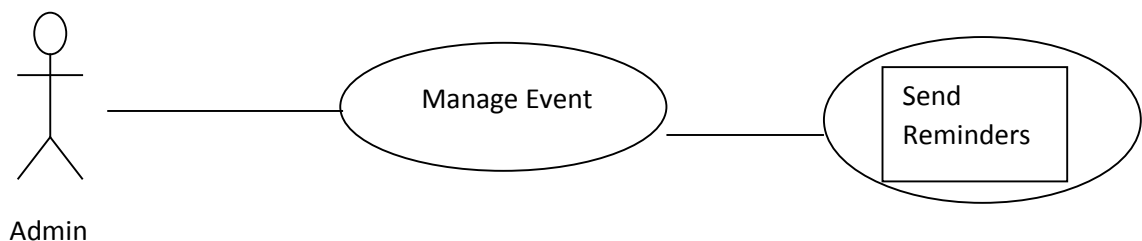
Brief Description

The Admin send the Reminders of the latest events to the participants.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab.

1. He chooses the Send Reminders tab from Manage events.

2. The system gives list of events in Spree.   .

3. He has to choose the event.

4. Then the system displays the list of Participants.

5. He chooses the Participant.

6. The system calls the email system and sends the details of the events of that Participant.

Use case: Set Fixtures
Diagram:
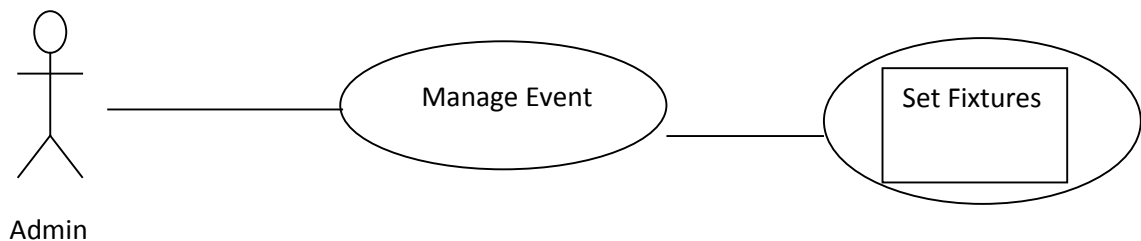
Brief Description

The Admin sets the fixtures of the events.

Initial Step-By-Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab.

1. He chooses the Set Fixtures tab from Manage events.

2. The system gives list of events in Spree.   .

3. He has to choose the event.

4. Then the system displays the list of Participants and team info.

5. He updates the fixtures.

Use case: Update Score and Results
Diagram:
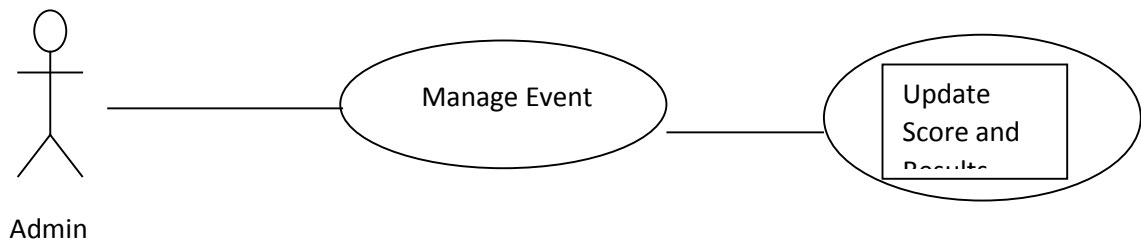
Brief Description

The Admin updates the scores and results received form the database.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab.

1. He chooses the Update Score and Results tab from Manage events.

2. The system gives list of events in Spree. .

3. He has to choose the event.

4. Then he has to type the scores and results of different events.

Use case: Approve

Diagram:
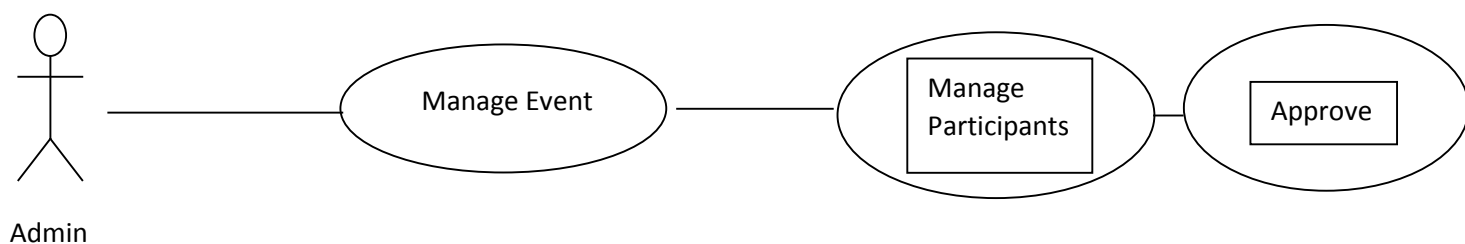
Brief Description

The Admin Approves the Registration of the Participants.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab and then Manage Participants.

1. He chooses the Approve tab from Manage Participants.

2. The system gives list of events in Spree. .

3. He has to choose the event.

4. Then the system displays the List of Participants recently registered.

5. Then he can approve the participant.

Use case: Disapprove

Diagram:

Brief Description
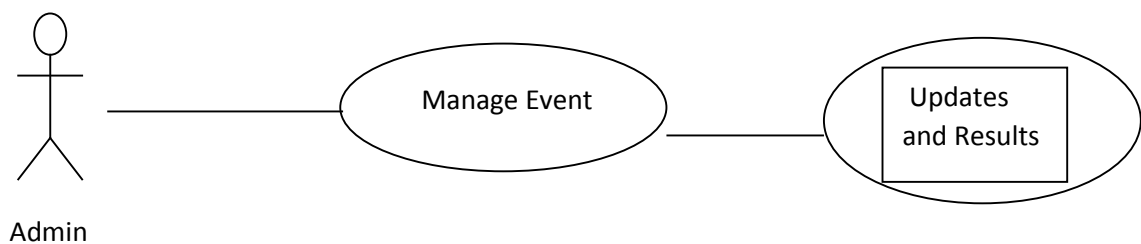
The Admin Approves the Registration of the Participants.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Manage events tab and then Manage Participants.

1. He chooses the Disapprove tab from Manage Participants.

2. The system gives list of events in Spree. .

3. He has to choose the event.

4. Then the system displays the List of Participants recently registered.

5. Then he can disapprove the participant.

Use case: Distribute Prize money

Diagram:
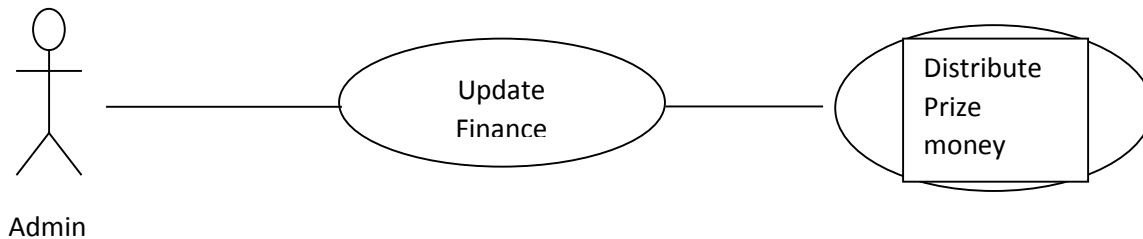
Admin

Brief Description

The Admin checks the money available in Finance and Transfers it into account of Participant and update the Finance database.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the update Finance tab and then distribute prize money.

1. He chooses the distribute Prize Money tab from Update Finance.

2. The system gives list of events in Spree. .

3. He has to choose the event.

4. Then the system displays the results of the event.

5. Then he transfers the prize money into the account of the participant.

6. It automatically updates the expenses.

Use case: Update Expenses

Diagram:
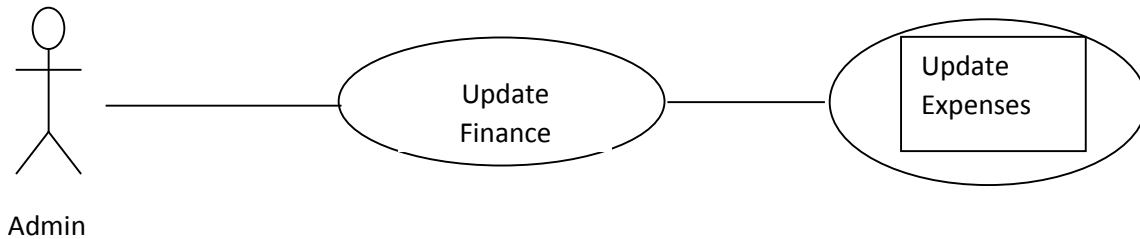
Brief Description

The Admin checks the money available in Finance and Transfers it into account of Participant and update the Finance database.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the update Finance tab and then update expense.

1. He chooses the Update Expense from Update Finance.

2. System updates the expenses if prize money is deducted from the total money.

Use case: receive Payment
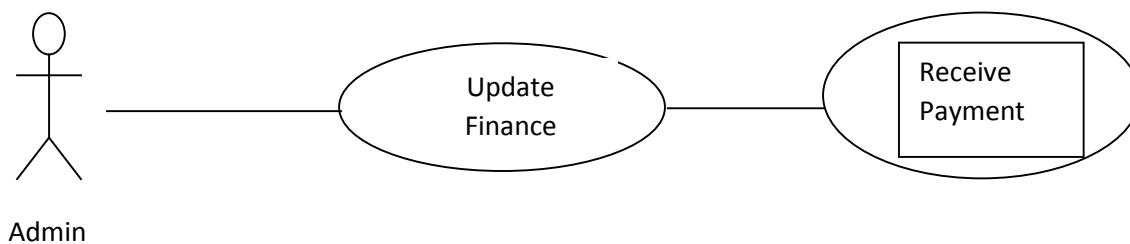
Diagram:

Brief Description

The Admin receives the payment from the bank which is paid by Participant on account of registration.

Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the update Finance tab and then Receive Payment.

1. He chooses the Receive Payment from Update Finance.

2. Then system displays the recent payment details of the participants.

Use case: Make Confirmation

Diagram:
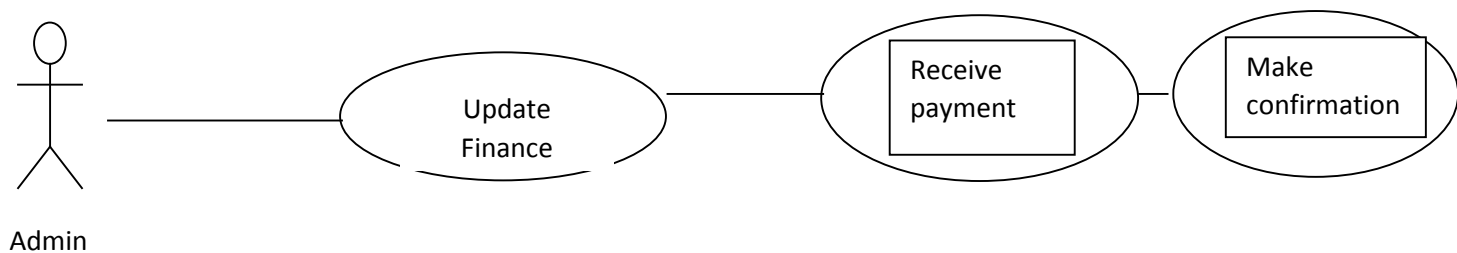
Brief Description

The Admin approves the payment made by the participation and sends the confirmation mail.

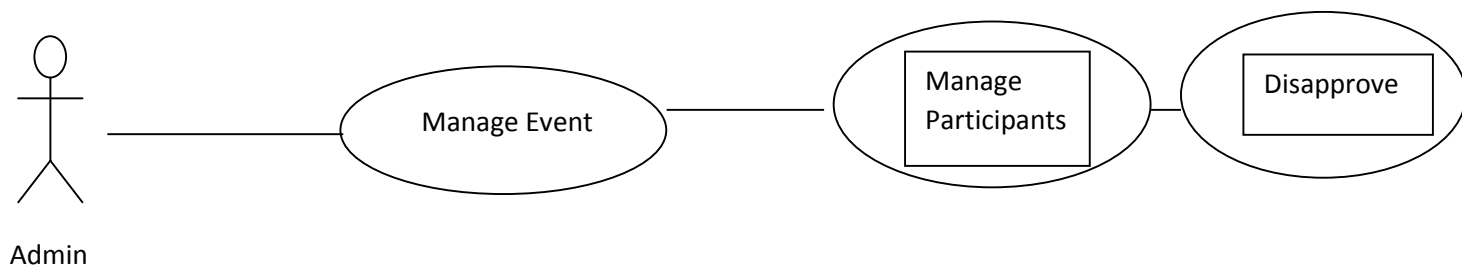## Initial Step- By- Step Description

Before the Admin uses this use case, Admin has to access the Update Finance tab and then Receive Payment.

1. He chooses Make confirmation tab from Receive payment.

2. Then system sends the mail to confirm about the payment.

Use case: Get money from sponsors

Diagram:
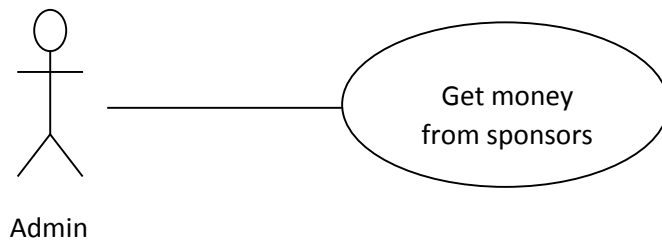
Brief Description

The Admin gets money from sponsors and updates the finance database.

Initial Step- By- Step Description

Before the Admin uses this use case he has to

1. First the Admin chooses the Get money from sponsors Tab.

2. Then it updates the amount received in finance database.

3. REQUIREMENT SPECIFICATIONS

3. 1. Functional Requirements

3. 1. 1. Pre- Spree

3. 1. 1. 1. User Use Case:

Register

Use Case Name	Register
Trigger	The User selects the *Register* link.
Precondition	The User has accessed the Pre-Spree app.
Basic Path	This options contains Registration links for Main Sports, Unconventional Sports and Accommodation.
Alternative Paths	None.
Post condition	One of the options is selected.
Exception Paths	The attempt may be abandoned at any time and he can choose to logout.
Other	None

Main Sports

Use Case Name	Main Sports
Trigger	The User selects the *Main Sports* link under *Register*.
Precondition	The User has accessed the *Register* tab on the app.
Basic Path	1. The System lists all the Main Sports for the User to go through. 2. The User selects a sport he wants to participate in. 3. The User pays the required amount through a secure bank server. 4. The User receives a confirmation from the Bank.
Alternative Paths	If in step 3, If the bank credentials cannot be verified then he/she cannot register for the sport.
Post condition	The User has successfully registered for the Sport.
Exception Paths	The User can unregister at any time.
Other	None.

Unconventional Sports

Use Case Name	Unconventional Sports
Trigger	The User selects the *Unconventional Sports* link under *Register*.
Precondition	The User has accessed the *Register* tab on the app.
Basic Path	1. The System lists all the Unconventional Sports for the User to go through. 2. The User selects a sport he wants to participate in. 3. The User pays the required amount through a secure bank server. 4. The User receives a confirmation from the Bank.
Alternative Paths	If in step 3, If the bank credentials cannot be verified then he cannot register for the sport.
Post condition	The User has successfully registered for the Sport.
Exception Paths	The User can unregister at any time.
Other	None.

Accommodation

Use Case Name	Accommodation
Trigger	The User selects the *Accommodation* tab under *Register*.
Precondition	The User has accessed the *Register* tab on the app.
Basic Path	1. The User chooses the kind of accommodation he wants. 2. The system checks for availability for the requested accommodation and redirects to the ban portal if the user can be accommodated. 3. The User receives a conformation from the bank after payment. 4. The User receives a conformation from the Event Heads.
Alternative Paths	If in step 2, If the bank credentials cannot be verified then he cannot book a room.
Post condition	The User has successfully booked a room.

Exception Paths	If no room is available then the user has to select another type of accommodation
Other	None.

3. 1. 1. 2.   Admin Use Case:

Manage Participants

Use Case Name	Manage Participants
Trigger	The admin clicks the *Manage Participants* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin sets/modifies the participant list for the selected event.
Alternative Paths	The admin can add new participant or update participant info or remove existing participant(s).
Post-condition	The updated Participant list is displayed.
Exception Paths	The admin may abandon the operation at any time and return to *Manage Events*.
Other	None

Finance

Use Case Name	Finance
Trigger	The admin clicks the *Finance* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin can receive money from the participants registering for an event and update the database.

Alternative Paths	None
Post-condition	The database is updated and confirmation is sent.
Exception Paths	The admin may abandon the operation at any time.
Other	None

3. 1. 2.   Spree

3.1.2.1. Participant Use Case:

Login

Use Case Name	Login
Trigger	The Participant assesses the Spree Page
Precondition	The Page displays fields for typing in the Username and Password.
Basic Path	1. The Participant enters his Username and Password in the respective fields. 2. If the Username and Password match with the ones present in the Database then the Admin grants him access to the Team Portal. 3. The System lists all the features he can access after logging in. 4. The Reader selects an option (Register, Reminders, and Betting).
Alternate Paths	None
Post condition	The Participant accesses the features provided to him.
Exception Paths	The Participant will be denied access if the Username or Passwords do not match.
Other	None.

Register

Use Case Name	Register
Trigger	The Participant selects the *Register* link after logging in.
Precondition	The Participant has successfully logged into the Participants portal.
Basic Path	This options contains Registration links for Informal Sports, Pro-Nights and Accommodation.
Alternative Paths	None.
Post condition	One of the options is selected.
Exception Paths	The attempt may be abandoned at any time and he can choose to logout.
Other	None

Informal Sports

Use Case Name	Informal Sports
Trigger	The Participant selects the *Informal Sports* link under *Register*.
Precondition	The Participant has accessed the *Register* tab after logging in.
Basic Path	1. The System lists all the Informal Sports for the Participant to go through. 2. The Participant selects a sport he wants to participate in. 3. The Participant pays the required amount through a secure bank server. 4. The Participant receives a confirmation from the Bank.
Alternative Paths	If in step 3, If the bank credentials cannot be verified then he cannot register for the sport.
Post condition	The Participant has successfully registered for the Sport.
Exception Paths	The Participant can unregister at any time.
Other	None.

Pro- Nights

Use Case Name	Pro-Nights
Trigger	The Participant selects the *Pro-Nights* option under *Register*.
Precondition	The Participant has accessed the *Register* tab after logging in.
Basic Path	1. The System accesses the Pro-Nights Database and returns the list of events going on during Spree. 2. The Participant selects an Event(s). 3. The system transfers the participant to a secure bank server where the participant can pay the required fees. 4. The Participant receives a confirmation from the Bank and the Event Heads.
Alternative Paths	If in step 3, If the bank credentials cannot be verified then he cannot register for the event.
Post condition	The Participant has successfully registered for the Pro-Nights.
Exception Paths	The Participant may abandon the operation at any time.
Other	None.

Accommodation

Use Case Name	Accommodation
Trigger	The Participant selects the *Accommodation* tab under *Register*.
Precondition	The Participant has accessed the *Register* tab after logging in.
Basic Path	1. The Participant chooses the kind of accommodation he wants. 2. The system checks for availability for the requested accommodation and redirects to the ban portal if the participant can be accommodated. 3. The participant receives a conformation from the bank after payment. 4. The participant receives a conformation from the Event Heads.

Alternative Paths	If in step 2, If the bank credentials cannot be verified then he cannot book a room.
Post condition	The participant has successfully booked a room.
Exception Paths	If no room is available then the participant has to select another type of accommodation
Other	None.

Betting

Use Case Name	Betting
Trigger	The Participant has selected the *Betting* option.
Precondition	The Participant has accessed the *Betting* tab after logging in.
Basic Path	1. The system shows a list of matches and the odds of each team. 2. The participant selects a match to bet on. 3. The participant enters the amount he wants to bet and the team on which he/she will be betting on. 4. The System updates the database.
Alternative Paths	None.
Post condition	The participant has successfully placed a bet on a team.
Exception Paths	The participant may abandon the operation at any time if the odds aren't in his favor.
Other	None.

Get Reminders

Use Case Name	Get Reminders.
Trigger	The participant selects the *Reminders* option.
Precondition	The Participant has accessed the *Reminders* tab after logging in.
Basic Path	1. The System goes through the Fixtures list in the Database and returns a list of the matches which the participant is playing. 2. The participant can select a particular match(s) for which he/she wants to set a reminder.
Alternative Paths	None
Post condition	The participant has successfully set a reminder for his future games.
Exception Paths	The participant may abandon the operation at any time.
Other	None.

3.1.2.2. User Use Cases:

View Events

Use Case Name	View Events
Trigger	The user clicks the View *Events* button.
Precondition	The user is on the *Event* page.
Basic Path	1. The user selects the events button to view events.
Alternative Paths	If there are no events return to previous page.
Post-condition	The list of events is displayed.

Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Locate Events

Use Case Name	Locate Events
Trigger	The user clicks the Locate *Events* button.
Precondition	The user is on the *Event* page.
Basic Path	1. The user selects the events button to view events. 2. The System displays the list of events. 3. The User selects the particular event. 4. The System provides the google map location of the selected event.
Alternative Paths	If there are no events return to previous page.
Post-condition	The location of event is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Updates

Use Case Name	Updates
Trigger	The user clicks the *Updates* button.
Precondition	The user is on the *Event* page.
Basic Path	1. The user selects the events button to view events. 2. The System displays the list of events. 3. The User selects the particular event.

	4. The System provides the updates for selected event.
Alternative Paths	The user can choose from live scores, results and fixtures.
Post-condition	The update of the selected event is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Get Live Scores

Use Case Name	Get Live Scores
Trigger	The user clicks the *Get Live Scores* button.
Precondition	The user clicks the Update button.
Basic Path	1. The user selects the events button to view events. 2. The System displays the list of events. 3. The User selects the particular event. 4. User selects live scores to get live scores of the selected event.
Alternative Paths	If there are no updates return to previous page.
Post-condition	The live scores of the event is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Get Fixtures

Use Case Name	Get Fixtures
Trigger	The user clicks the *Get Fixtures* button.
Precondition	The user clicks the Update button.
Basic Path	1. The user selects the events button to view events.
	2. The System displays the list of events.
	3. The User selects the particular event.
	4. User selects fixtures to get fixtures of the selected event.
Alternative Paths	If there are no updates return to previous page.
Post-condition	The fixtures of event is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Get Results

Use Case Name	Get Results
Trigger	The user clicks the *Get Results* button.
Precondition	The user clicks the Update button.
Basic Path	1. The user selects the events button to view events.
	2. The System displays the list of events.
	3. The User selects the particular event.
	4. User selects get results to get results of the selected event.
Alternative Paths	If there are no updates return to previous page.
Post-condition	The result of event is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

Register for Nights and Informal Sports

Use Case Name	Register For Nights and Informal sports
Trigger	The user clicks the Register For *Nights and Informal Sports* button.
Precondition	The user is on the *Event* page
Basic Path	1. The user selects the events button to view events.
	2. The System displays the list of events.
	3. The User selects the particular event.
	4. User registers for the selected event.
Alternative Paths	User can register for pro nights or Informal sports.
Post-condition	The user is successfully registered.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
	The bank credentials cannot be verified.
Other	None

Team and player info

Use Case Name	Team and player info
Trigger	The user clicks the Team and player info button.
Precondition	The user is on the *Event* page.
Basic Path	1. The user selects the events button to view events. 2. The System displays the list of events. 3. The User selects the particular event. 4. User chooses a particular team or player. 5. User gets team or player info.
Alternative Paths	If there are no teams or players return to previous page.
Post-condition	The team or player info is displayed.
Exception Paths	The attempt may be abandoned at any time and return to *View Events*.
Other	None

3.1.2.3. Admin Use Cases:

Manage Event

Use Case Name	Manage Event
Trigger	The admin clicks the *Manage event* button.
Precondition	The admin is on the *Admin home* page linked from the Login page.
Basic Path	This admin selects the appropriate event to be managed.

Alternative Paths	Multiple alternatives; admin can select one amongst multiple events.
Post-condition	The event management page is displayed.
Exception Paths	The admin may abandon the operation at any time and return to *Manage Events*.
Other	None

Set Registration Rules

Use Case Name	Set Registration Rules
Trigger	The admin clicks the *Update Rules* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin sets/modifies the rules for the selected event.
Alternative Paths	The admin can add new rule(s) or update rules or remove existing rule(s).
Post-condition	The updated event management page is displayed.
Exception Paths	The admin may abandon the operation at any time and return to *Manage Events*.
Other	None

Manage Participants

Use Case Name	Manage Participants
Trigger	The admin clicks the *Manage Participants* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin sets/modifies the participant list for the selected event.
Alternative Paths	The admin can add new participant or update participant info or remove existing participant(s).
Post-condition	The updated Participant list is displayed.
Exception Paths	The admin may abandon the operation at any time and return to *Manage Events*.
Other	None

Manage Event Managers

Use Case Name	Manage Event Managers
Trigger	The admin clicks the *Manage Event Managers* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin sets/modifies the Event Managers list for the selected event.
Alternative Paths	The admin can add new EM or change EM. Each event should have at least 1 EM and a maximum of 2 EMs.
Post-condition	The updated EM list is displayed.
Exception Paths	The admin may abandon the operation at any time and return to *Manage Events*.
Other	None

Send Reminders

Use Case Name	Send Reminders
Trigger	The admin clicks the *Send Reminder* button.
Precondition	The admin is on the *Event* page.
Basic Path	1. The admin selects the participants to be reminded from the list displayed. 2. The admin enters the reminder message. 3. The admin presses *Send* button.
Alternative Paths	The admin can send already inbuilt default reminder instead of custom reminder in step 2.
Post-condition	The selected participants have been reminded of the event.
Exception Paths	The attempt may be abandoned at any time and return to *Manage Events*.
Other	None

Updates and Results

Use Case Name	Updates and Results
Trigger	The admin clicks the *Updates and Results* button.
Precondition	The admin is on the *Event* page.
Basic Path	1. The admin chooses the *Updates and Results* tab from Manage events. 2. The system gives list of events in Spree. . 3. The admin has to choose the event. 4. Then the system displays the updates from the event managers who updated the information in database.
Alternative Paths	If there are no updates the page displays no updates and returns to previous page.

Post-condition	The admin receives the updates of selected event.
Exception Paths	The attempt may be abandoned at any time and return to *Manage Events*.
Other	None

Set Fixtures

Use Case Name	Set Fixtures
Trigger	The admin clicks the *Set Fixtures* button.
Precondition	The admin is on the *Event* page.
Basic Path	1.The admin selects the event to update the fixture 2. The admin updates the fixture. 3. The admin presses the update button.
Alternative Paths	
Post-condition	The selected event fixture has been updated.
Exception Paths	The attempt may be abandoned at any time and return to *Manage Events*.
Other	None

Approve/Disapprove

Use Case Name	Approve/Disapprove
Trigger	The admin clicks the *Approve/Disapprove* button.
Precondition	The admin is on the *Event* page.
Basic Path	1. The admin selects the event to approve/disapprove participants. 2. The admin approves/disapproves participants. 3. The admin presses the update button.
Alternative Paths	If there are no participants to approve/disapprove return to previous page.
Post-condition	The list of participants for the selected event has been updated.
Exception Paths	The attempt may be abandoned at any time and return to *Manage Events*.
Other	None

Finance

Use Case Name	Finance
Trigger	The admin clicks the *Finance* button.
Precondition	The admin is on the *Event* page.
Basic Path	This admin can receive money from the participants registering for an event and update the database.
Alternative Paths	None
Post-condition	The database is updated and confirmation is sent.
Exception Paths	The admin may abandon the operation at any time.
Other	None

4. OVERVIEW

The app will be built on a stand-alone JSP server for maintaining the database and getting live updates and scores and will comprise of two modules i.e., Pre-Spree and Spree under the same packaging and will have two separate interfaces. The main interface will comprise of a news timeline displaying the latest score updates and results. The options for the user will be displayed in the navigation bar. The user can access the various features by clicking on the navigation bar. The participant can login to access his fixtures and set reminders for the same. He/she can also bet on his/her team for a particular match. Apart from these he/she can register for the Informal Events and the Pro-Nights. The Admin directly interacts with the database and makes changes in the score and results section so that the users can catch the scores on the go.