Project Requirements

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Topic: Spree
Group Number: 1

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CS F213 Object Oriented Programming

Table of Contents

2. Introduction

Purpose:

The purpose of this document is to present a brief description of the Spree Online System. It will explain the basic features of the system, what the system will do, and the constraints under which it must operate.

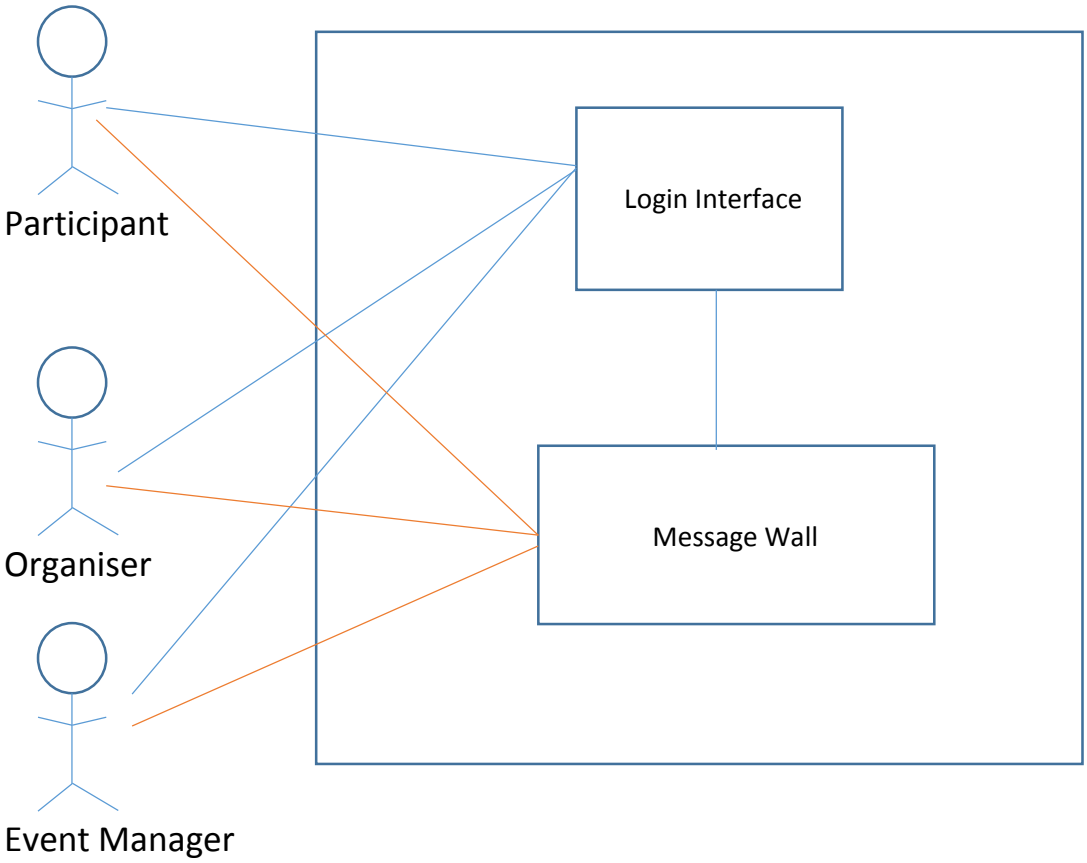
Scope of Project:

This software system will be an Event Management System for a national level Sports Fest - SPREE. The system will be designed to simplify the management process by deploying the tools to assist in automating the entire management process virtually. This in turn maximizes the efficiency in resource management and information handling. The software will facilitate communication between event organizer and participants.

Glossary

Term	Definition
Organizer	Person responsible for allocating work to event managers and checks proper conduction of usage of inventory.
Database	Collection of all the information monitored by this system.
Event Manger	Person who receives orders from committee and communicates with participants and is responsible for all aspects.
Participant	A person aspires to be a part of the event.
Treasurer	A person who is responsible for inventory management.
Departments	Responsible for accommodation, reception and finances.
Software Requirements Specification	A document that completely describes all of the functions of a proposed system and the constraints under which it must operate. For example, this document.

3. System Environment



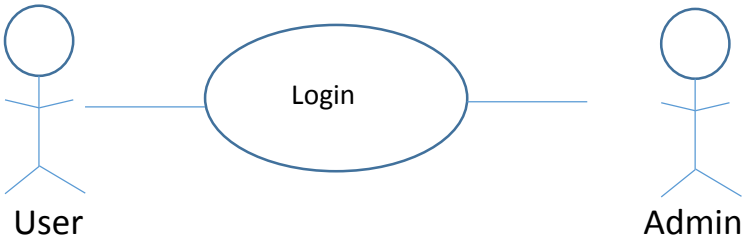
There are three kinds of users that can interact with system using the Login Interface: Participant, Organiser and Event Manger.

And all these three kinds of users can interact with each other using the Message wall.

4. Overall Description

4.1 Functional Requirements Specification

4.1.1 Log In Use Case



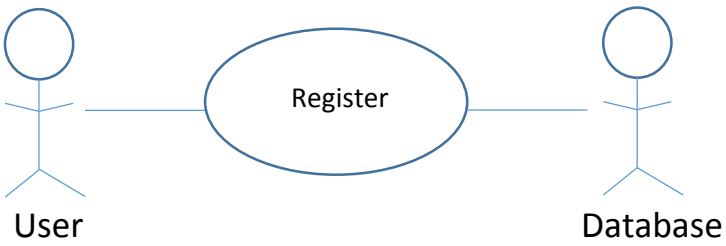
Brief Description:

The user attempts to login into the application to manage various activities or interact with the software.

Initial Step-By-Step Description

1. The user open the application and Login window gets displayed.
2. The window has the fields for the user to enter the login ID and password.
3. The user provides the requisite data and the entered data is cross-checked with the database for authentication.

4.1.2 Register Use Case



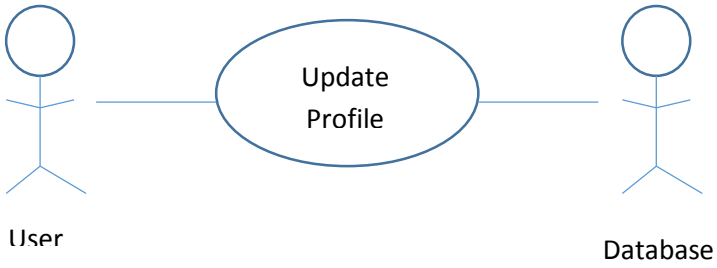
Brief Description:

The user attempts to register into the application to manage various activities or interact with the software. The user has to be a participant.

Initial Step-By-Step Description

1. The user open the application and Login window gets displayed.
2. The window has the option to register.
3. The user provides the requisite data for registration and the entered data is stored in the database for later authentication.
4. The user can now logout or register for an event.

4.1.3 Update Profile Use Case



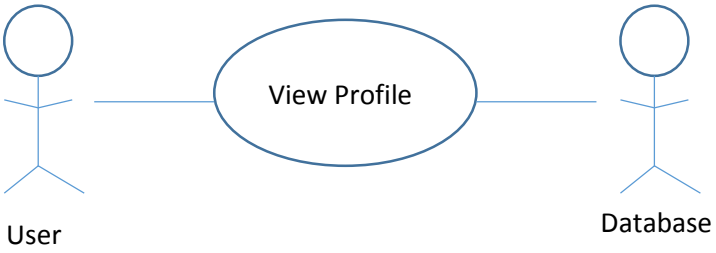
Brief Description:

The user upon login/registration updates profile information. Corresponding changes are made in the database.

Initial Step-By-Step Description

1. The user open the application and Login / Register into the application.
2. If the user has just registered then update profile window gets displayed automatically otherwise it is reached from the profile window.
3. The user provides the requisite data for profile updation and the entered data is updated in the database.
4. The user can now logout or register for an event.

4.1.4 *View Profile Use Case*



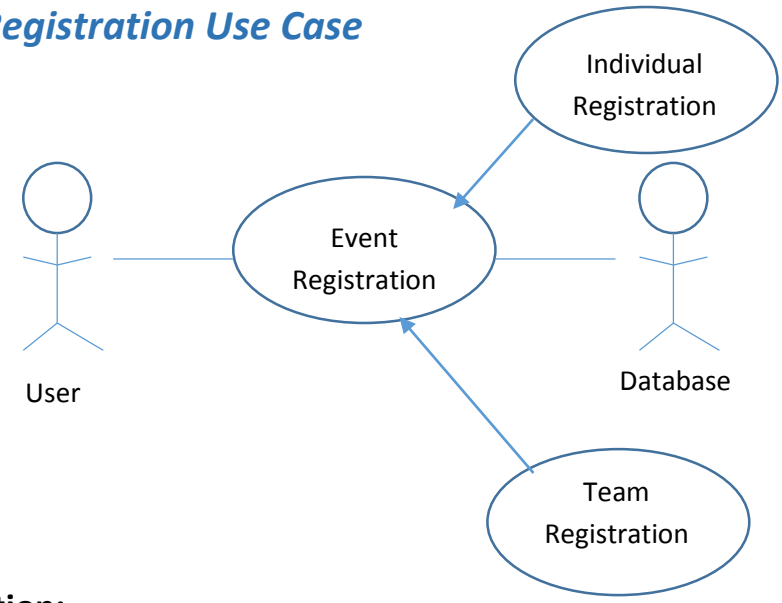
Brief Description:

The user upon login/registration views profile information. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. View profile window gets displayed automatically.
3. The user can now logout or register for an event.

4.1.5 *Event Registration Use Case*



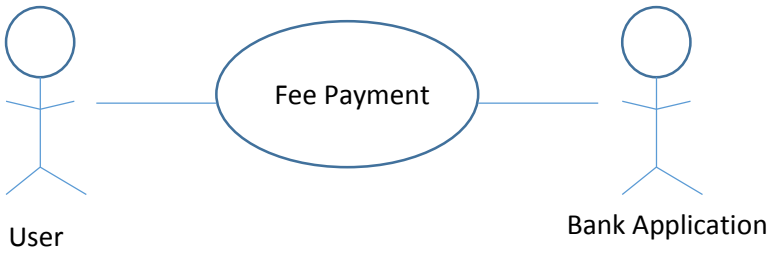
Brief Description:

The user has to be a participant. He/she access the application and register for an event either as an individual entry or as a team.

Initial Step-By-Step Description

1. The user open the application and Login/Register into the application.
2. In Registration window enter the requisite details for both the event and team members if applicable.
3. The user then proceeds to fee payment.

4.1.6 Fee Payment Use Case



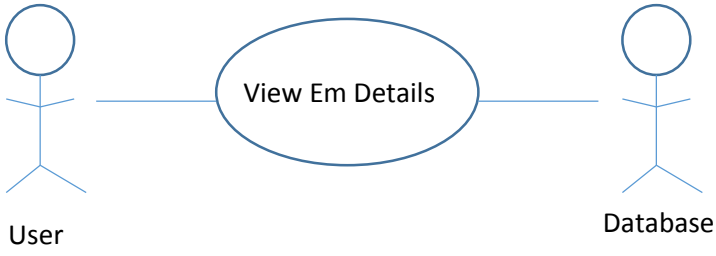
Brief Description:

The user has to be a participant. He/she access the application and register for an event either as an individual entry or as a team and then proceed to pay the event fee.

Initial Step-By-Step Description

1. The user open the application and Login/Register into the application.
2. In Registration window enter the requisite details for both the event and team members if applicable.
3. The user then proceeds to fee payment and give the requisite account details.
4. The information is dealt by a Bank software which is responsible for money transfer.
5. The information upon successful payment is stored in the user and inventory database.

4.1.7 View EM details Use Case



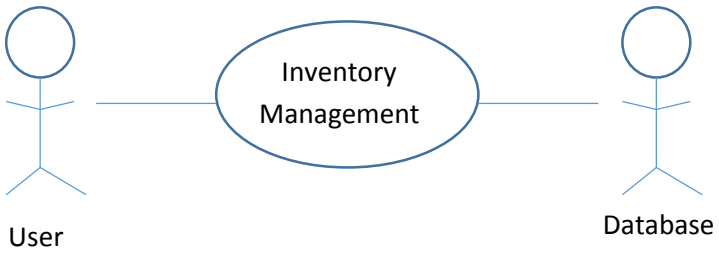
Brief Description:

The user has to be an Organiser. The user upon login views Event Manager (EM) details. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Goes to View EM Details window.
3. Database retrieves the information of the event managers.
4. The user can now logout

4.1.8 Inventory Management Use Case



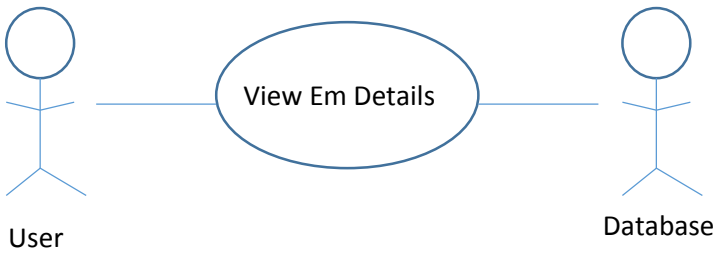
Brief Description:

The user has to be an Organiser or Event Manager. The user upon login views Inventory details. Corresponding information is retrieved from the database. If the logged in user is Organiser then requests from the Event Manager for resources are processed and inventory is updated.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Goes to Inventory Management window.
3. Database retrieves the inventory information.
4. Changes are made in inventory.
5. The user can now logout.

4.1.9 View Department details Use Case



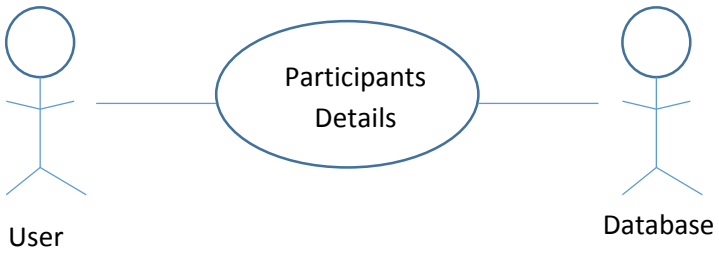
Brief Description:

The user has to be an Organiser. The user upon login views Department details. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Goes to View Department Details window.
3. Database retrieves the information of the departments. The user logs out.

4.1.10 Participant details Use Case



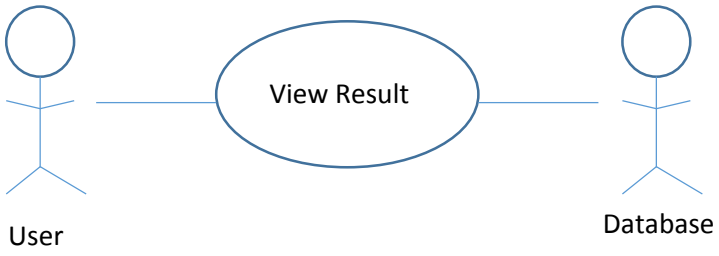
Brief Description:

The user has to be an Organiser or Event Manager. The user upon login views Participants details. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Goes to Participants Details window.
3. Database retrieves the information of the participants.
4. The user can now logout.

4.1.11 View Results Use Case



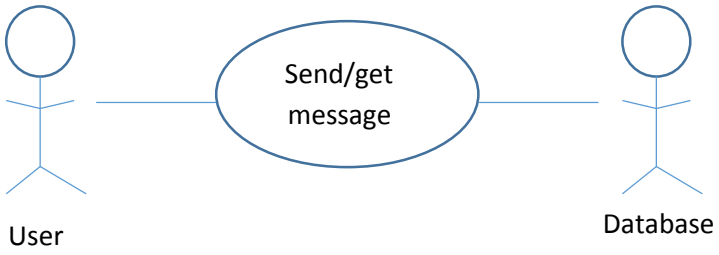
Brief Description:

The user has to be an Organiser. The user upon login views Results put up by the different Event Managers. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Goes to View Result window.
3. Database retrieves the result information.
4. The user can now logout.

4.1.11 Send/Get Message Use Case



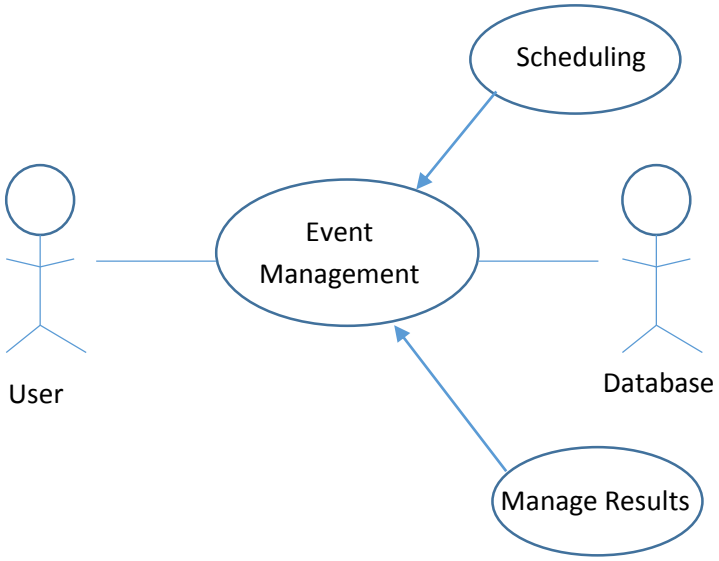
Brief Description:

The user has to be an Organiser or Event Manager or Participant. Participant has access to the get message part of the use case. The user upon login views the messages posted by other users or post new messages on the message wall. Corresponding information is retrieved/updated from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Profile window gets displayed and then dashboard is displayed with the messages pane.
3. Database retrieves the messages.
4. The user can now logout.

4.1.12 Event Management Use Case



Brief Description:

The user has to be an Event Manager. The user upon login manages the event through two more specific process. Corresponding information is retrieved from the database.

Initial Step-By-Step Description

1. The user open the application and Login into the application.
2. Profile window gets displayed and then option for scheduling and result management are displayed.
3. Changes are made to the database while result declaration.
4. Scheduling is done by the user of an event.
5. The user can now logout.

5. User Characteristics

The Participant is expected to have basic familiarity with computer. He is expected to have a valid ID for successful registration. The participants are expected to know the pre-requisites of the event they want to be a part of. Though the rule book is provided but validation of all constraints regarding the same is not done upon registration of the event.

The Organiser and Event Manager are expected to have basic familiarity with computer. As they are pre-registered users, they are expected to have their Log-in username and password beforehand.

6. Requirements Specification

6.1 External Interface Requirements

The only link to an external system is the link to the Relational Database Management System (RDBMS) to store fest related data.

6.2 Detailed Non-Functional Requirements

6.2.1 Logical Structure of the Data

The data descriptions of each of these data entities is as follows:

Login User Data Entity

Data Item	Type	Description	Comment
Name	Text	Name of user	
Email Address	Text	Electronic mail address	
ID	Integer	ID provided to the participant on registration	

Profile Data Entity

Data Item	Type	Description	Comment
Name	String	Name of user	
ID	Integer	ID provided to the participant on registration	Used as key in Database
Email Address	String	Electronic mail address	
Age	Integer	Age of participant	Used to check prerequisites for events
Institution	String	Name of college/school he/she belong to	
No of events Registered	Integer	Number of events the participant is registered for.	

Event Data Entity

Data Item	Type	Description	Comment
Name	String	Name of Event	
Event Manager	String	Name of the person in-charge of that event.	
Venue	String	Venue of the event	
Time Slot	Time	Stores time slot in which game occurs	
Time Duration	Integer	Stores amount of time the event goes on for.	
Results	String	Comma separated list of participants in order of result	

Inventory Data Entity

Data Item	Type	Description	Comment
Name	String	Represents name of article	
Maximum capacity	Integer	Represents max number of items possible.	
Minimum capacity	Integer	Represents min number of items possible.	
Number of items	Integer	Represents actual number of items present.	
Last Modified	Date	Shows the last modification date	