# **Business Requirements Specification (BRS)**

**Submitted To**

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## **1. Introduction**

### **1.1 Purpose**

The purpose of this document is to outline the business requirements for the development of a comprehensive sports management software tailored for cricket teams. The software aims to streamline various aspects of team management, training, performance analysis, and communication.

### **1.2 Scope**

The scope of this project encompasses the design, development, testing, and maintenance of the sports management software. It caters to the needs of different stakeholders, including players, coaches, support staff, team managers, administrators, analysts, statisticians, and other administrative staff.

## **2. Stakeholder Identification**

### **2.1 Users**

#### 2.1.1 Players

* Requirements:
  + Access to training schedules
  + Monitoring fitness
  + Reviewing performance data
  + Receiving communication from coaches and team management

#### 2.1.2 Coaches and Support Staff

* Requirements:
  + Planning training sessions
  + Analyzing player performance
  + Developing team strategies

#### 2.1.3 Team Managers

* Requirements:
  + Scheduling
  + Player condition management
  + Communication

#### 2.1.4 Cricket Teams (Franchise-based)

* Requirements:
  + Selection and trial purposes

### **2.2 Admins**

#### 2.2.1 IT Administrators

* Requirements:
  + Managing technical aspects
  + Ensuring proper software functioning
  + Handling technical issues

#### 2.2.2 Developers

* Requirements:
  + Creating, updating, maintaining the software
  + Implementing new features

#### 2.2.3 Analysts & Statisticians

* Requirements:
  + Statistical analysis of individual players
  + Video analysis of players' strengths and weaknesses

#### 2.2.4 Administrative Staff

* Requirements:
  + Overall team management
  + Logistics and coordination

## **3. Requirement Elicitation Process**

### **3.1 Methods**

* Conducting Interviews
* Surveys
* Observation
* Review Documentation and Validation
* Prototyping
* Feedback
* Usability Testing
* Security Testing
* Performance Testing
* Communication Testing
* Testing and Maintenance

## **4. Functional Requirements**

* User Authentication and Authorization
* Player Profiles
* Training Management
* Match and Tournament Management
* Performance Analysis
* Communication Tools
* Injury Tracking
* Player Availability and Selection
* Scouting and Recruitment
* Document Management
* Travel and Logistics Management
* Reports and Dashboard
* Security and Data Protection
* Feedback Mechanism

## **5. Non-Functional Requirements**

### **5.1 Usability Requirement**

* UI Design
* Accessibility

### **5.2 Efficiency Requirement**

* Fault Tolerance

### **5.3 Dependability Requirement**

* Availability

### **5.4 Performance**

* Response Time
* Scalability

### **5.5 Security**

* Data Encryption
* Access Control

### **5.6 Compatibility**

* Browser
* Device

### **5.7 Maintainability**

* Backup and Recovery
  + Regular Backups
  + Emergency Recovery Plan

## **6. External Requirements**

### **6.1 Legal and Regulatory Compliance**

* Data Protection Laws
* Sports Governing Body Regulations

### **6.2 Integration with External Systems**

* Cricket Associations
* Tournament Management Platform

### **6.3 Security Standards**

* Industry Security Standards
* Secure Communications

### **6.4 Scalability**

* Team Growth
* Tournament Participation

### **6.5 Technological**

* Device and Platform Compatibility
* Network Infrastructure

### **6.6 Budget**

* Financial Considerations

### **6.7 Operational**

* Team Travel Logistics

### **6.8 Support and Maintenance**

This Business Requirements Specification (BRS) serves as a foundation for the development team to understand the business needs and expectations for the sports management software. It covers a wide range of functional and non-functional requirements, external dependencies, and considerations for support and maintenance.