



USER REQUIREMENTS SPECIFICATION

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Participants

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Link for the Project on Gitlab:

<https://git.fhict.nl/I452279/synthesis-assignment>

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Functional Requirements:

Staff:

Functional Requirement – S01: Create Tournament

- The staff can create tournaments

Functional Requirement - S02: Update Tournament

- The staff can update the information that was given

Functional Requirement - S03: View All Tournaments

- The staff is able to view all created tournaments

Functional Requirement - S04: Delete Tournament

- The staff can delete a tournament

Functional Requirement - S05: Create Scheduling

- Once the tournament is created and there are enough players, the staff creates the scheduling of the tournament

Functional Requirement - S06: Add Results

- When a game from the tournament is finished the staff can write the final result

Player:

Functional Requirement – P01: Register

- A player can be registered in the system

Functional Requirement – P02: Login

- The Player can login into the website

Functional Requirement – P03: Register for tournament

- The Player can choose and register for an upcoming tournament

Functional Requirement – P04: View All tournaments

- The Player can see all upcoming tournaments

Non-Functional Requirements:

NFR-01: Maintainable and extendable

- Proper OO principles must be applied to ensure good maintainability and extensibility of the code base.

NFR-02: Bug free system

- Appropriate testing techniques must be used when implementing the system to ensure proper functioning.

NFR-03: Secure software

- Only authorized people may make use of the system and can only access data they are authorized for. Passwords and user input must also be handled appropriately.

Use Case:

S01 – Use Case: Create Tournament**Actor:** Staff**Pre-condition:** User is logged in**Main Success Scenario:**

- 1- The actor is sent to the main page
- 2- The user opens the application form for adding tournaments
- 3- System requests for tournament information
- 4- The user fills in the required information and confirms
- 5- The new tournament has been added to the system

Extensions:

- 3a. The information requirement has not been fulfilled
 - 1- System displays an error message for missing information
 - 2- Go to step 3

S02 – Use Case: Update Tournament**Actor:** Staff**Pre-condition:** User is logged in**Pre-condition:** At least in tournament in the system**Main Success Scenario:**

1. The user is sent to the main page
2. The user opens the application form for changing tournament's information
3. The user selects the tournament and requests to update its details
4. System shows the selected tournament details
5. The user edits the details and confirm
6. The system shows a message that the data is updated

Extensions:

- 10a. The information requirement has not been fulfilled
 - 3- System displays an error message for missing information
 - 4- Go to step 8

S03 – Use Case: View All Tournament**Actor:** Staff**Pre-condition:** User is logged in**Main Success Scenario:**

- 6- The user is sent to the main page
- 7- The system displays all created tournaments

S04 – Use Case: Delete Tournament**Actor:** Staff**Pre-condition:** User is logged in**Pre-condition:** At least one tournament in the system**Main Success Scenario:**

- 8- The user is sent to the main page
- 9- The system displays all tournaments
- 10- The user selects a tournament and press the button to delete
- 11- System requests for confirmation
- 12- If the user agrees the system delete the tournament
- 13- The system shows a message that the tournament is deleted successfully

S05 – Use Case: Create Scheduling**Actor:** Staff**Pre-condition:** User is logged in**Pre-condition:** At least one tournament in the system**Main Success Scenario:**

- 14- The user is sent to the main page
- 15- The system displays all tournaments
- 16- The user selects a tournament and press the button to create scheduling
- 17- System checks if the all conditions are met and create the schedule for the tournament
- 18- The user fills in the required information and confirms

Extensions:

- 22a. if the conditions are not met
 - 5- System displays an error message
 - 6- Go to step 22

S06 – Use Case: Add Results**Actor:** Staff**Pre-condition:** User is logged in**Pre-condition:** At least one match created

Main Success Scenario:

- 19- The user is sent to the main page
- 20- The system displays all tournaments and all matches
- 21- The user selects a tournament and match whom he wants to add the final result
- 22- The system requests for match result
- 23- The user fills the result
- 24- System checks if the all conditions are met and add the result to the system

Extensions:

- 30a. if the conditions are not met
 - 7- System displays an error message
 - 8- Go to step 29

P01-Use Case: Register**Actor: Player****Main Success Scenario:**

- 1. The user is sent to the home page of the website
- 2. The user clicks the button for register
- 3. The user is sent to the registering page
- 4. The user fills the required information
- 5. The system adds him to the system

Extensions:

- 5a. The filled information is not in correct format
 - 1. The system gives an error message
 - 2. Go to step 4
- 5b. The information requirement has not been fulfilled
 - 1. The system gives an error message
 - 2. Go to step 4

M08-Use Case: Login**Actor: Player****Pre-condition: User is registered in the system****Main Success Scenario:**

- 6. The user is sent to the home page of the
- 7. The user clicks the button for logging in
- 8. The user is sent to the page
- 9. The system requests for required information
- 10. The user types everything required
- 11. The system sends him to the main page

Extensions:

- 10a. The required information was not correct
 - 3. The system gives an error message
 - 4. Go to step 8

M08-Use Case: Register for tournament

Actor: Player

Pre-condition: User is logged in

Main Success Scenario:

12. The user is sent to main page
13. The system displays all upcoming tournaments
14. The user selects one
15. The system sent him to tournament's page
16. The user clicks the button for entering
17. The system displays a message that he entered successfully

Extensions: