

URS Document

DuelSys inc.

Synthesis Assignment

Rositsa Nikolova

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Agreements with client

A software solution for managing sports tournaments will be developed for the company DuelSys Inc. It will include a desktop application for staff (sports associations) and a website where players can register for a tournament. It will support one type of sport – badminton but different tournament systems: round-robin and double round-robin. Together with the applications, a database running on Hera server, Unit tests and Documentation including Project plan, URS document, Test plan, Test report and UML diagram will be delivered. We agreed to have weekly meetings on Friday when we can discuss the current progress and the mentor will give feedback about it. All resources used in the project will be uploaded to FHICT GitLab repository together with the source code. The project plan should be approved by the mentor – Hanane Ezzikouri in week 13. The project should be delivered in week 16 before 5:00pm on Friday 10th of June 2022.

Non-functional requirements:

NFR-01: The code base should be maintainable and extendable

NFR-02: Bug free system

NFR-03: Secure software

Functional requirements:

Desktop application – Staff

SFR-01: Staff must be able to log in

SFR-02: Staff must be able to add a tournament

Staff should choose from two types of tournament systems: round-robin and double round-robin

SFR-03: Staff must be able to edit a tournament

SFR-04: Staff must be able to delete a tournament

If it has not started yet

SFR-05: Staff must be able to view an overview of the tournaments

SFR-06: Staff must be able to generate tournament's schedule

SFR-07: Staff must be able to register the results of the games in a tournament

Based on the sport type

Website – Players

PFR-01: A player must be able to log in

PFR-02: A player must be able to create a profile

PFR-03: A player must be able to register for a chosen tournament

PFR-04: A player must be able to see his personal information

PFR-05: A player must be able to view detailed information about any tournament – general information and games between players with results

PFR-06: A player must be able to see information related to participation in the tournaments: ranking and matches played against opponents

Website – Any Interested Party

GFR-01: Any interested party should be able to see general information about any given tournament – general information and games between players with results

Use cases

UC-01 – SFR-01:

Use case: Staff logs in into the desktop application

Actor: Staff

Main Success Scenario:

1. Staff opens the app
2. System shows login form
3. Staff enters their credentials – email and password and confirms
4. System checks if credentials are valid

Extensions:

4a: Credentials are valid

.1: System displays home page

4b: Credentials are invalid

.1: System displays an error message stating that there is no registered user with such credentials

.2: Return to MSS step 2

UC-02 – SFR-02:

Use case: Staff adds a tournament

Actor: Staff

Main Success Scenario:

1. Staff goes to add a tournament form
2. System shows the required fields to be filled in
3. Staff enters the information and confirms
4. System shows a message that the tournament is added successfully

Extensions:

3a: There are empty information fields

.1: System displays an empty information field error message

.2: Return to MSS step 2

3b: The input is invalid

.1: System displays an error message stating that the entered input is invalid

.2: Return to MSS step 2

UC-03 – SFR-03:

Use case: Staff edits a tournament

Actor: Staff

Main Success Scenario:

1. Staff goes to edit a tournament form
2. System shows the fields that can be edited
3. Staff edits the information and confirms
4. System shows a message that the tournament's information is edited successfully

Extensions:

3a: There are empty information fields

- .1: System displays an empty information field error message
- .2: Return to MSS step 2

3b: The input is invalid

- .1: System displays an error message stating that the entered input is invalid
- .2: Return to MSS step 2

UC-04 – SFR-04:

Use case: Staff deletes a tournament

Actor: Staff

Main Success Scenario:

1. System shows a list of tournaments
2. Staff selects a tournament to be deleted and press the button Delete
3. System shows a message asking the staff to confirm the operation
4. Staff confirms
5. System shows a message that the tournament is deleted successfully

2a: An employee is not selected

- .1: System displays an error message stating an employee was not selected
- .2: Return to MSS step 1

UC-05 – SFR-05:

Use case: Staff sees an overview of the tournaments

Actor: Staff

Main Success Scenario:

1. System displays a lists of tournaments

UC-06 – SFR-06:

Use case: Staff generates a tournament's schedule

Actor: Staff

Main Success Scenario:

1. System shows a list of tournaments that already have enough registered players
2. Staff selects a tournament to generate a schedule (matches between players) and presses the button Generate schedule
3. System shows a message that the tournament's schedule is generated successfully
4. System displays the schedule

2a: A tournament is not selected

- .1: System displays an error message stating a tournament was not selected
- .2: Return to MSS step 2

UC-07 – SFR-07:

Use case: Staff enters results for the matches in a tournament

Actor: Staff

Main Success Scenario:

1. System shows a list of tournaments that already started
2. System shows the tournament's schedule
3. Staff selects a match to add the result for
4. Systems shows fields to be filled
5. Staff enters the results and confirms
6. System shows a message that the result for this game is added successfully

2a: There are empty information fields

- .1: System displays an empty information field error message
- .2: Return to MSS step 4

2b: The added result does not correspond to the sport type rules

- .1: System displays an error message stating the added result is invalid

.2: Return to MSS step 4

UC-08 – SFR-01:

Use case: A player logs in into the desktop application

Actor: Player

Main Success Scenario:

1. Player opens the website
2. System shows home page
3. Player clicks on login button
4. System shows fields to be filled – email and password
5. Player enters his credentials and confirms
6. Website redirects to home page and the user is logged in

Extensions:

4a: There are empty fields

- .1: System displays an empty information field error message
- .2: Return to MSS step 4

4b: Credentials are invalid

- .1: System displays an error message stating that there is no registered user with such credentials
- .2: Return to MSS step 4

UC-09 – SFR-01:

Use case: A player registers on the website

Actor: Player

Main Success Scenario:

1. A player opens the website
2. System shows home page
3. A player clicks on register button
4. System shows fields to be filled – email and password, first name, last name

5. A player enters the required information and confirms
6. Website redirects to login page

Extensions:

4a: There are empty fields

- .1: System displays an empty information field error message
- .2: Return to MSS step 4

4b: User with same email already exists

- .1: System displays an error message stating that there is already registered player with this email
- .2: Return to MSS step 4

UC-10 – SFR-01:

Use case: A player registers for a tournament

Actor: Player

Main Success Scenario:

1. A player goes to register for a tournament page
2. System shows list of available tournaments
3. A player clicks register button
4. System shows message stating that player is registered successfully

UC-11 – SFR-01:

Use case: A player sees his personal information

Actor: Player

Main Success Scenario:

1. A player goes to My profile
2. System shows his personal information

UC-12 – SFR-01:

Use case: A player sees detailed information about chosen tournament

Actor: Player

Main Success Scenario:

1. A player goes to home page
2. System displays a list of the tournaments
3. Player clicks on a tournament
4. The website redirects to a page with detailed information about the selected tournament

UC-13 – SFR-01:

Use case: A player sees information about his participations in the tournaments

Actor: Player

Main Success Scenario:

1. A player goes to My profile
2. System shows information about tournaments he participated in and matches with results

UC-14 – GFR-01:

Use case: Any interested party sees information about chosen tournament

Actor: Player

Main Success Scenario:

1. A user goes to home page
2. System displays a list of the tournaments
3. A user clicks on a tournament
4. The website redirects to a page with detailed information about the selected tournament

Wireframes

Desktop Application:

Manage Tournaments

Logo

Home

Tournaments List

Add

Edit

Delete

Add/Edit a tournament tab

Logo

Home

Add

Generate schedule

Logo

Home

Tournaments

Schedule

Generate schedule

Add Results

Logo

Home

Schedule

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Results:

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Add

Website

Logo

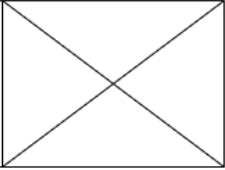
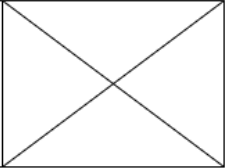
Home

Available
Tournaments

My profile

Logout

General information about the website

Tournament	
Tournament	

Available Tournaments

Logo

Home

Available Tournaments

My profile

Logout

Hero section

Tournament's Information

Sign up

Tournament's Information

Sign up

Tournament Page

Logo

Home

Available Tournaments

My profile

Logout

Information about the tournament

Games

My profile

Logo

Home

Available
Tournaments

My profile

Logout

General Infromation about player

Participations in tournaments

