Software Requirements Specification

For

< BlueSky Group >

Version <1.0>

Prepared by

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Revisions

| Version | Primary Author(s) | Description of Version | Date Completed |
| --- | --- | --- | --- |
| 1.0 | Naga Saketh Jaligama | This is the first version of the software requirements specifications document for BlueSky Group. | 03/25/2018 |

# Introduction

## Document Purpose

The purpose of this document is to present an application detailed description of an application for scoring cricket games. It will explain the features and the functionality of the application. This document is intended for the seasonal developers of the company **BlueSky Group** and will be proposed to the Vice chairmen and technical head of the company.

## Product Scope

This application is basically a simple one and it will be useful for scoring the cricket score in normal cricket matches.

## Intended Audience and Document Overview

This document is mainly intended for the people who are interested in cricket and who play cricket in streets, but down the line it may be useful for anyone who wanted to record and keep a track of their friendly cricket matches.

## References:

* <https://play.google.com/store/apps/details?id=com.ganapathy.cricscorer>

# Overall Description

## Product Perspective

The products perspective is to develop an application for keeping a record of the cricket games and scores. It should be to provide users with the functions like creating a new games, editing the present ones, deleting present games . It should be free to use and it should be in such a way that a user if wanted to create any number of games then it should be possible to create them.

## Product Functionality

The major functions the product must perform are as follows:

* The application should be easy to use and should be neatly designed so that it attracts new users to use the application.
* It should be properly organized with respect to the match/team/player of the game.
* It should have an easy navigation so that users can easily find the previous games and can get information from those matches.
* It should be able to provide users with the option to create as many number of matches as they want to.
* It should be able to function without the internet.
* It should be able to provide bowler statistics for the specific match..
* It should be able to provide batsmen statistics for the match.
* It should allow users to compare any two batsmen or bowler statistics.

## Users and Characteristics

The main intended users for this product are people who play cricket very regularly and use notebooks or sheets to score the games. Any person who can use smartphone can use this app.

## Operating Environment

**System Requirements:**

**OS:** Doesn’t matter unless it’s open source and secured.

**Programming Language:** java/swift/xml.

## Design and Implementation Constraints

* As this application is related to cricket there should be images related to cricket only.
* In case of any issues, we should have a proper and easy recovery process.

## User Documentation

A document is need having all the instructions for the developer to easily add new features to the application, etc.

# Specific Requirements

## External Interface Requirements

### User Interfaces

* The mobile app should look most probably like

<https://play.google.com/store/apps/details?id=com.ganapathy.cricscorer>

### Hardware Interfaces

* N/A

## Behaviour Requirements

* The behavior of the application should be good and it should not be slow.
* The user should be navigated to the next screens or to the next steps easily as well as a user should be able to go back and edit any settings or names of team/player before saving the match details.
* The application should be in such a way that users should be attracted towards it and they should not feel that the application has many steps involved in saving the match details and in viewing the match details or team performance or any player’s performances.

**Time and Budget:**

**Time: 2 months**

**Budget:**