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***LEGILSLATION***

An Act is a form of legislation that has been created by the parliament. Within an Act there are Regulations which give the acts power and a purpose. There are hundreds of acts within the U.K that everyone has to follow and if somebody does not comply with the rules of the act then it counts as breaking a law resulting in prosecution or fines. Regulations are the laws within the Act, for example; the health and safety at work 1974 is the act and the rules within it are regulations. It is important that businesses have an understanding and enforce these acts in order for their business to avoid legal action.

***Computer Misuse Act 1990***

The CMA was created to stop people from being attacked maliciously and wilfully. This could be things such as damaging somebody's computer physically, damaging their software or accessing and stealing files with unauthorised accessed. This law was introduced to try and minimise the dangers as much as possible, making people think twice about breaking the law but as technology increase the dangers enlarges and it is a lot harder to enforce as there is a lot more to look out for when managing software. Bigger organisations are more susceptible to being attacked due to the fact that they have more computers connected to the one network meaning that if one gets breached, then all of them do. If an organisation’s computer network gets hacked then that means that the organisation’s server will be shut down for a small period of time, the organisation will lose money due to operations shutting down, data can be stolen or lost and overall it can damage the reputation of the organisation. Campsie Indoor Football would not have to worry so much about this act due to its size in comparison to larger organisations, however, there are still things that they should look out for.

* Hacking

Hacking is where software is purposely manipulated to change what it was processed to do. Hackers are extremely skilled and know how to penetrate through firewalls. If your computer gets hacked then they can access very personal information such as your bank details, website history and credit/debit card details. If a Hacker retrieves this information it can have costly effects on somebody. They can have money stolen from their bank account and their information can be shared to the public. If an organisation's system becomes hacked then they can lose sensitive information relating to their business meaning that they can lose money. Campsie Indoor Football does use the internet to purchase equipment and order items making them vulnerable to attacks. They use services such as PayPal so a security breach is very unlikely but it should not be ruled out.

* Unauthorised Access

This is where you access someone's computer and information on the computer without permission. If someone unauthorised accesses your information without permission then they can steal personal information, such as passwords and bank details. It is also an offensive to Pretend to be someone else on social networking sites. Campsie Indoor Football has to worry about this as the room where the computer is stored is not secured meaning that anyone can access the computer when nobody is there. All employees use the same log in account so unauthorised access between employees is not likely.

***CHILDREN ACT 2004***

The CA was put in place to ensure the security of children, making sure they have access to education, playing facilities, treated with respect and most importantly are free from negligence and abuse. This also means that children are placed onto records so there information can be recorded making it easier for them to be traced. Children also must always be monitored when participating at events and cannot be left at home alone without any child care services. Parts of this act apply to Campsie Indoor Football as they do hold birthday parties with the majority of participants being children. This act means that all children participating in the event must be monitored to ensure that if any accidents happen then they can be seen to immediately. This also falls into the Health and Safety at Work act as the employees must ensure that the pitches are safe and secure. It is the employee’s duty to make sure that all of these are accountant for and if an employee fails to adhere to this act then they could face serious legal action as all children attending Campsie Indoor Football are the employee’s responsibility.

***HEALTH AND SAFETY AT WORK ACT 1974***

The health and safety at work act 1974 is a law that all organisations have to follow to ensure the safety of employee's physical and mental wellbeing.

It is the employer’s duty to follow all legislation acts within health and safety and outside of health safety. Organisations must have an understanding of the Health and safety act 1974 and must enforce the act within his business. They must be ethical within the business meaning that they must have signs warning employees of machinery, disability toilets, disability elevators and more accessible facilities. The organisation must have knowledge of any health conditions that the employees may have and have to be ready to take action in case anything happens. There must be accessible fire exits and staff role calls must be taken when a fire is present. They must carry out risk assessments every so often to ensure that the minimal of accidents must happen. They must also consult employees on health and safety duties and any other health and safety policies within the business. They must make sure that the employees only use equipment that they are trained for.

Training must be provided for the staff and apply PPE for employees when needed. HSWA is there to make sure that all working employees have a high standard of health when they go to work. Employees must be protected and notified about any possible physical dangers that could be possibly happen within the work place. The security of these threats must be secure. The HSWA basically enforced to reduce the accidents that may occur. This Act has been made legislation and is being enforced by the HSE (Health and Safety Executives).

Campsie Indoor Football is located in 2 large warehouses that have become almost decrepit due to the age of the warehouses so regular maintenance is carried out such as pipe leakages, wiring installation, heating fixing and other general maintenance. It is important that the employees have an understanding of the health and safety at work act and ensure that they are vigilant against any breaches of the act. If any accidents were to happen such as gate braking and faulty equipment then it could put everyone within the warehouse at risk. Due to football being a high physical sport then the likelihood of accidents happen is high. That is why there has to be at least someone on site that has been trained in Health and Safety.

***ISO Standards***

When designing a system that is going to be used within a company it is important to ensure that it is done legally and is adhering the ISO standards that it will be involved in. ISO stands for International Standards Association. One of the main ISOs would be ISO 90003.

* ISO 90003

This standard ensures that there is suitable guidance given for the application, management and maintenance of software systems within an organisation. It applies to organisations that use a quality management system and since CIF will be using a system to enhance the operations within the organisation then this standard will apply to CIF. This standard ensures that all documentation is comprehensive and concise and the communication between developer and user is clear an understanding. Continual improvement of the system should be within scope and the system should be allowed to expand if any upgrades are being made.

* ISO 9001

The use of ISO 9001 is the insurance of quality in design, development and installation of software systems. This ensures that software systems are made to the highest quality of design, everything is tested. The hardware that the software comes on, via disks, hard drives etc. have to be checked and tested to prevent any errors when implementing the design. This ISO was created as software development is 100% design when it comes to creating systems. It is important that this ISO standard is constantly reviewed during the creation process of the system.

* ISO 27034

This ISO manages the security controls that are implemented within a software management system. Complying with this ISO standard will ensure that the system is well secured, data is not redundant and there are no vulnerabilities of the system that can be exploited. All data stored within the system has to be protected and can only be accessed by specific users if implemented.

|  |  |
| --- | --- |
| **System / Project name:** Campsie Indoor Football |  |

USER REQUIREMENTS

The user requires a system that is able to complete all of the tasks they already do by hand and record the data whilst doing it. One of the most important things that the user requires is a booking system. This system should allow the user to take a record of a booking being made by phone, store the customer’s information and produce reports containing statistics based off of the bookings. The user also requested that each employee should have their own unique account so a login system is required.

Campsie Indoor Football want to expand their organisation and to do this they require a league system. Currently they manage their leagues through open-source software online and this can be cumbersome and unreliable. They require a system that will allow them to create leagues with teams and players and maintain it easily. They have reported that the league aspect of the organisation brings a lot of attention to them during the summer months.

They also require the ability to manage their finances easily and see who needs billed and how they are performing financially. Reports and statistics will allow them to get an overview of the organisation and prevent them from having to calculate them themselves.

Functional Requirements

* 1. Login Requirement

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.1.1 Access | The user will be accessible to everyone but they will be prevented from accessing the forms within the system due to the login form |
| 1.1.2 Login | The system shall provide Login to user and each user will have their own access levels determining what forms they can access |

* 1. Sign-Out & Register Requirement

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.2.1 Sign-Out | The user will be able to sign out of their account allowing others to sign in |
| 1.2.3 Register | The system will allow new users to be added to the system while having a user logged in with specific access levels |

* 1. Main Menu

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.3.1 Main Menu | The main menu will be displayed once the login verification has been completed |
| 1.3.2 Booking navigation | Button will be in place to allow the user to navigate to the bookings form |
| 1.3.3 Supplies navigation | Button will be in place to allow the user to navigate to the suppliers form |
| 1.3.4 customers navigation | Button will be in place to allow the user to navigate to the customers form |
| 1.3.5 league navigation | Button will be in place to allow the user to navigate to the league form |
| 1.3.6 payments navigation | Button will be in place to allow the user to navigate to the payments form |
| 1.3.7 orders navigation | Button will be in place to allow the user to navigate to the orders form |

1.4 Booking Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.4.1 Display Bookings | The system should display all of the bookings that are going to take place on a table |
| 1.4.2 Add Booking | The system will allow the user to input a new booking into the system |
| 1.4.3 Edit Booking | The system will allow the user to edit the bookings that have been recorded on the system |
| 1.4.4 Delete Booking | The system should allow the capability of being able to delete bookings on the system |

1.5 Customer Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.5.1 Display Customer | The system should display all of the customers that are connected to the bookings within the table |
| 1.5.2 Add Customer | The system will allow the user to input a new customer onto the system |
| 1.5.3 Edit Customer | The system will allow the user to edit the customers that have been saved on the system while notifying them of record changes |
| 1.5.4 Delete Customer | Customers can be delete along with the records connected to it |

1.6 Supplier Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.5.1 Display Suppliers | The system should display all of suppliers connected within the system |
| 1.5.2 Add Supplier | The system will allow the user to input a new supplier into the system |
| 1.5.3 Edit Supplier | The system will allow the user to edit the supplier information within the system |
| 1.5.4 Delete Supplier | Suppliers can be delete along with all of the products connected to it |

1.7 Product Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.7.1 Display Products | The system should display all of suppliers connected within the system and another table will display all of the products connected to the supplier connected |
| 1.7.2 Add Product | The system will allow the user to input a new product into the system and connected it to a supplier |
| 1.7.3 Edit Product | The system will allow the user to edit the supplier information within the system and change the supplier links |
| 1.7.4 Delete Product | Products can be deleted from the system |

1.8 Order Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.8.1 Display Orders | The system should display all of the orders that have been made on a table and refresh every time it has been changed |
| 1.8.2 Add Product | The system will allow the user to select a product from a table and then place an order of that product |
| 1.8.3 Delete Order | Orders can be deleted from the system |

1.9 League Menu

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 1.9.1 League Menu | This can be accessed via the main menu through a button with a specific access level |
| 1.8.1 Players Navigation | A button will in place to allow the user to navigation to the player management form |
| 1.8.2 Teams Navigation | A button will in place to allow the user to navigation to the team management form |
| 1.8.3 League Navigation | A button will in place to allow the user to navigation to the team management form |

2.0 Player Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 2.0.1 Display Players | A team table will be displayed and allow the user to display the players connected to the team that has been selected |
| 2.0.2 Add Players | The system will allow the user to add players into the system |
| 2.0.3 Edit Players | The system will allow the user to edit the players stored on the system |
| 2.0.4 Delete Players | Player should be able to be deleted from the system |

2.1.1 Team Management

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 2.1.1 Display Team | The system will display the teams that have |
| 2.1.2 Add Team | The system will allow the user to add teams into the system |
| 2.1.3 Edit Team | The system will allow the user to edit the teams stored on the system |
| 2.1.4 Delete Team | The ability to delete teams will be in place in the system and players connected to the delete team will be converted to a free agent |
| 2.1.5 Transfer | Transfers can be made to allow the user to swap players between teams or just remove them |

2.2.1 New League Form

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 2.2.1 Add team to league | The capability of adding 5 teams to a league will be in place |

2.3.2 Manage Match Stats

|  |  |
| --- | --- |
| **ID/Number:** | **Requirement text** |
| 2.3.1 Match Stats | The ability to manipulate and change match stats and fixtures will be in place |
| 2.3.2 League Table Display | The league table will be displayed alongside the match statistics |

SYSTEM REQUIREMENTS

* 1. ***LOGIN REQUIREMENTS***
  2. The account system should work just like most others. There should be username and a password and the password must meet a certain set of requirements to ensure that the password is strong and not easily breached.
  3. Adding a new account should require the current user's password to access ensuring the no-one can go onto the system and make a new account with access.
  4. If the login has failed more than 3 times then it should block the user from the system for a set amount of time.
  5. Usernames can’t match other accounts with the same username
  6. Deleting an account should require the current account’s password.
  7. Notifications to change passwords should be displayed every 3 months

***2.1 BOOKINGS***

The booking form will be the most popular part of the system as it is what the user will use to record all of the booking dates onto the system.

2.1 The system should allow the user to enter in a booking for any date and not allow them to double book.

2.2 The ID for the booking should be automatically generated and not be manipulated by the user.

2.3 The user will be able to select from 4 pre-set options. Standard, Subscribed, Event or Other. These are the different available bookings types that are available within CIF.

2.4 On the booking form it will show a list of the next indoor sessions that are about to take place.

2.5 There will be an option to display all of the recent bookings that have been completed and display the revenue.

2.6 Statistics and reports of things such as the most popular days or highest money earned within week can be recorded.

2.7 Validation will be in place to ensure that no incorrect data is entered into the system.

***3.1 ADDING A TEAM.***

3.2 Each team will be given their unique ID and will not be able to be changed

3.3 The user will be able to add up to 10 teams, with 10 players connected to each.

3.4 Team logos can be selected from templates already on the system

3.5 Team Names and Logos must not match others

3.6 The user will be able to delete teams except for the “Free Agents” team.

***4.1 ADDING A PLAYER***

4.2 Each player will be given their unique ID and will not be able to be changed.

4.3 Each player will automatically be assigned to the “Free Agents” team to allow for transfers.

4.4 Validation will be in place to ensure no mistakes are entered into the system.

4.5 The system should not accept participants under the age of 16.

***5.1 VIEW TEAM***

5.2 Teams will be displayed with all of the players linked to them

5.3 There will be the ability to add players to a team from the “Free Agents” team

5.4 The user will be able to delete teams and if they are in a league then the league will be deleted

5.5 Players linked to a deleted team will automatically be reset to the free agents.

5.6 League information will be displayed if the team is currently connected to one

***6.1 VIEWING AND STARTING LEAGUE***

6.2 When starting a league the user will select 10 teams from a list to add to the system.

6.3 From there the league should be created and fixtures should be generated. The user will decide the times the teams will play each other to prevent double bookings.

6.4 All league matches will be played on Pitch 2.

6.5 if a team currently in a league is deleted then the league will be reset

6.6 The user can updated the statistics of the league

6.7 The league will be sorted in order of points and goal difference.