

Title: Cricket Match Manager

Description:

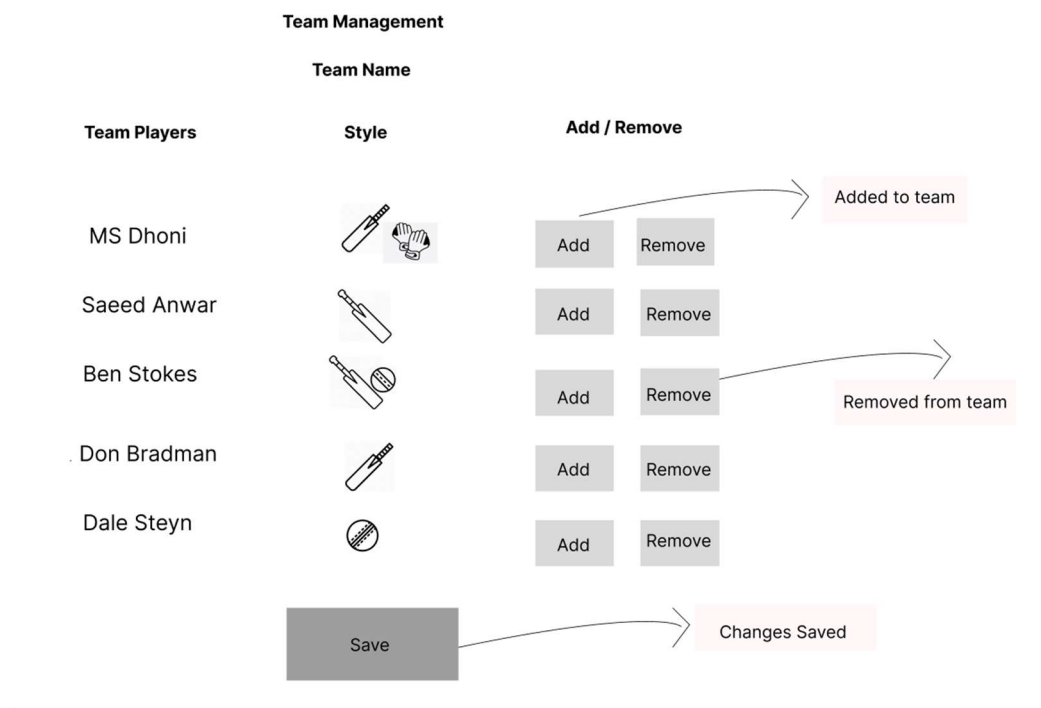
The Cricket Match Manager is an app designed to help cricket lovers manage and participate in local cricket matches. The app provides a platform for captains to create and manage their teams, players to join teams and participate in games, and spectators to reserve spots to watch matches live. Admins will have the ability to create new matches, schedule games between teams, and assign venues. The app will simplify the organization and management of cricket matches by providing a simple interface where users can access game schedules, reserve spots, manage teams, and more.

1. User Story: Creating and Managing Teams (Captain Role)

Story:

- **As a Captain**, I'm able to create and manage my team so that I can organize my players for upcoming matches.

Wireframe:



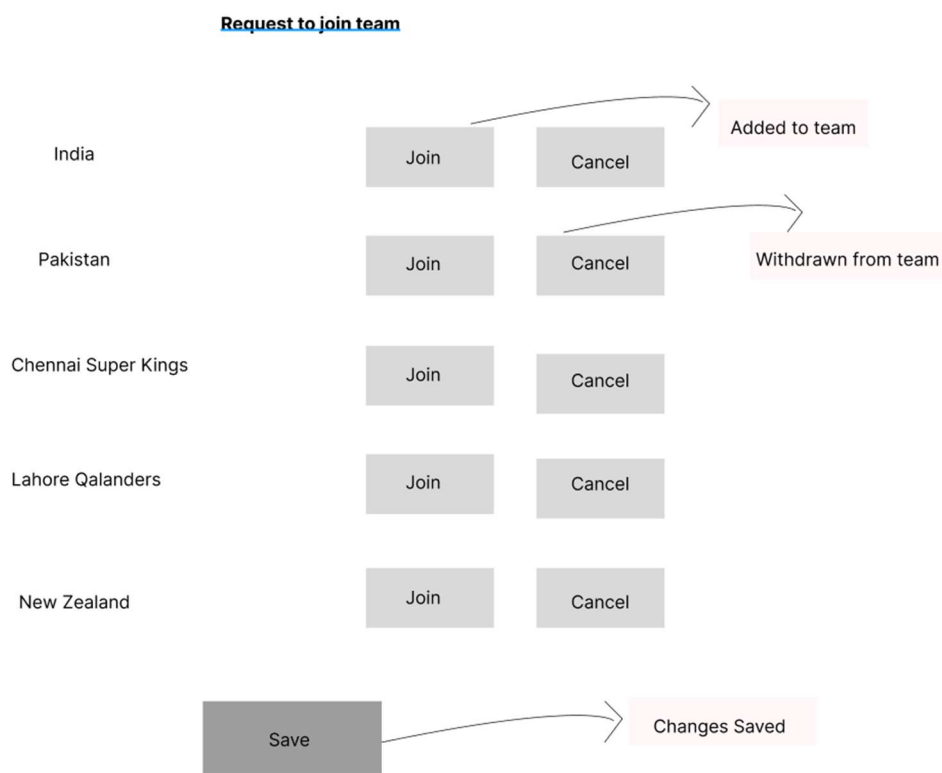
- **Acceptance Criteria:**
 - The captain can create a new team by entering a team name and saving it.
 - The captain can view a list of players currently on the team.
 - The captain can add new players by inputting their usernames or IDs.
 - The captain can remove players from the team.
 - The captain can assign roles to players within the team (e.g., Batsman, Bowler).

2. User Story: Join a Team (Player Role)

Story:

- As a Player, I'm able to request to join a team so that I can participate in matches.

Wireframe:



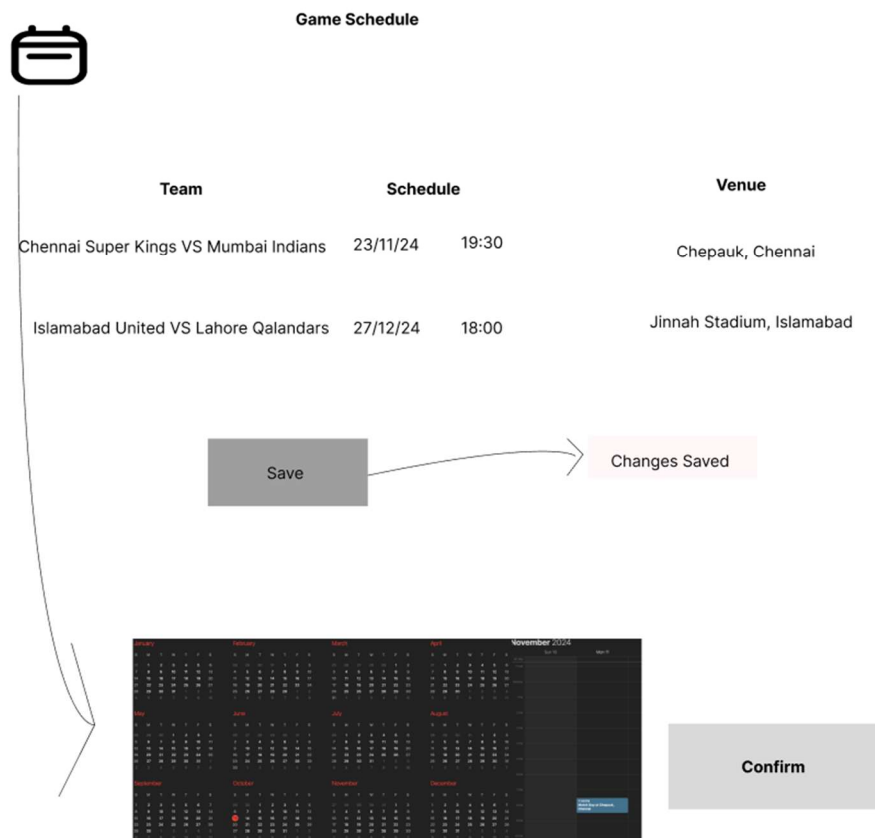
- **Acceptance Criteria:**
 - Players can view a list of available teams.
 - Players can click a "Join Team" button next to any team.
 - The captain receives a notification about the player's request.
 - The captain can approve or deny the request.
 - The player receives a confirmation or denial of their request.

3. User Story: Scheduling Games (Admin Role)

Story:

- As an Admin, I'm able to schedule games between teams so that teams can compete in matches.

Wireframe:



- **Acceptance Criteria:**

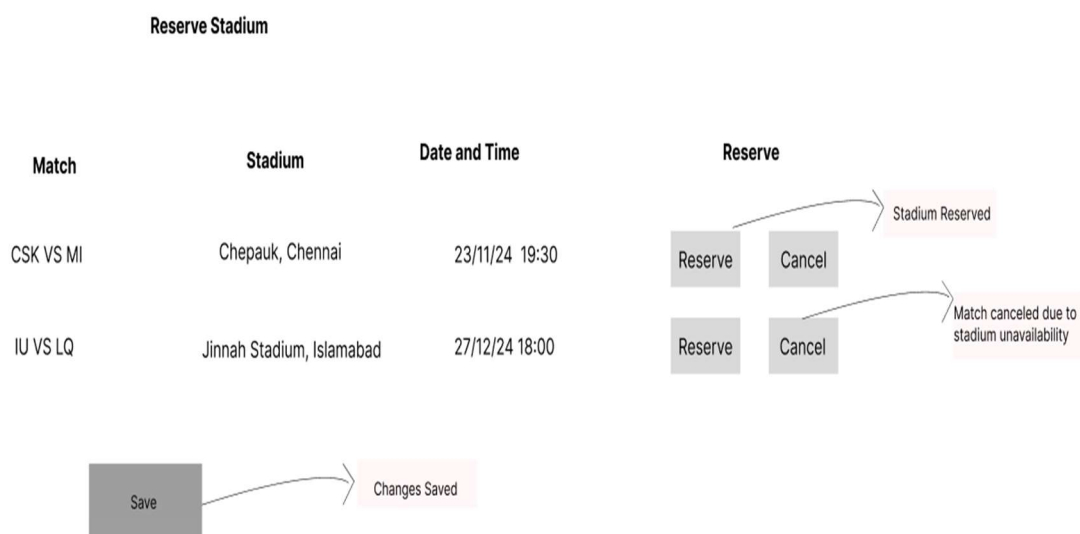
- The admin can create a new game by selecting two teams, a date, a time, and a venue.
- The admin can view a list of scheduled games.
- The admin can edit or delete existing games.
- Teams receive a notification when they are scheduled for a game

4. User Story: Reserving a Spot for a Game (Spectator Role)

Story:

- As a Spectator, I'm able to reserve a spot to watch a game so that I can attend and enjoy live matches.

Wireframe:



Acceptance Criteria:

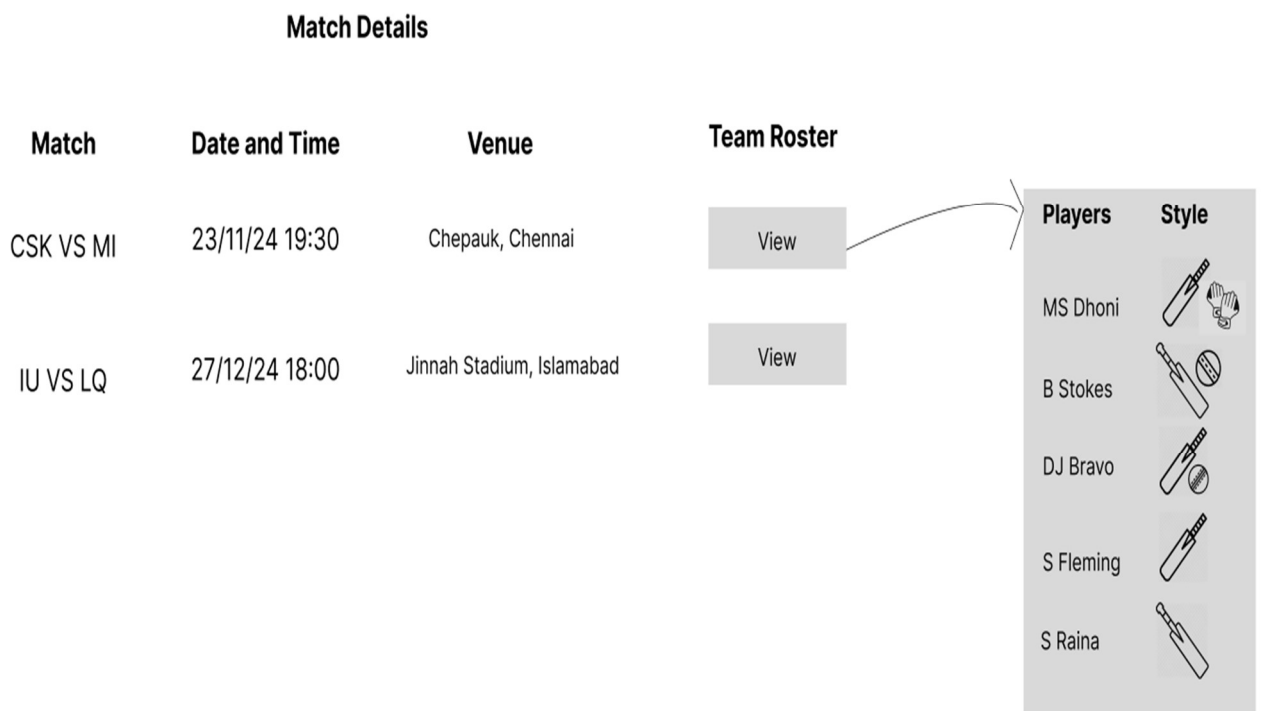
- Spectators can view a list of upcoming games with details (date, time, venue).
- Spectators can click "Reserve" next to any game.
- The spectator receives a reservation confirmation.
- Spectators can cancel their reservation if needed.

5. User Story: Viewing Upcoming Games and Confirming Participation (Player Role)

Story:

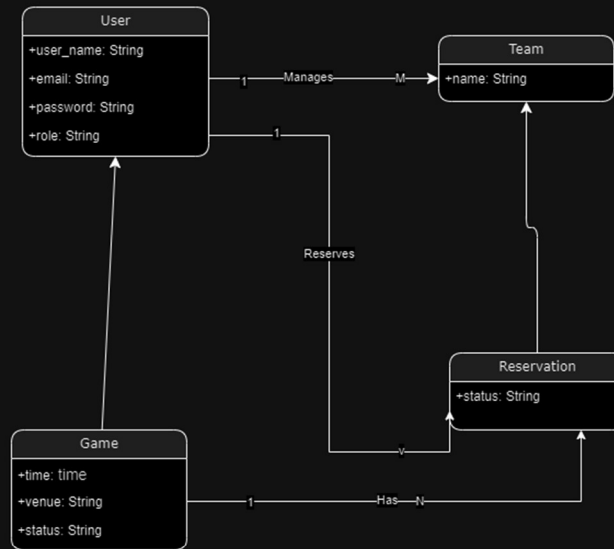
- **As a Player**, I'm able to view upcoming games and confirm my participation so that I can prepare for the matches.

Wireframe:

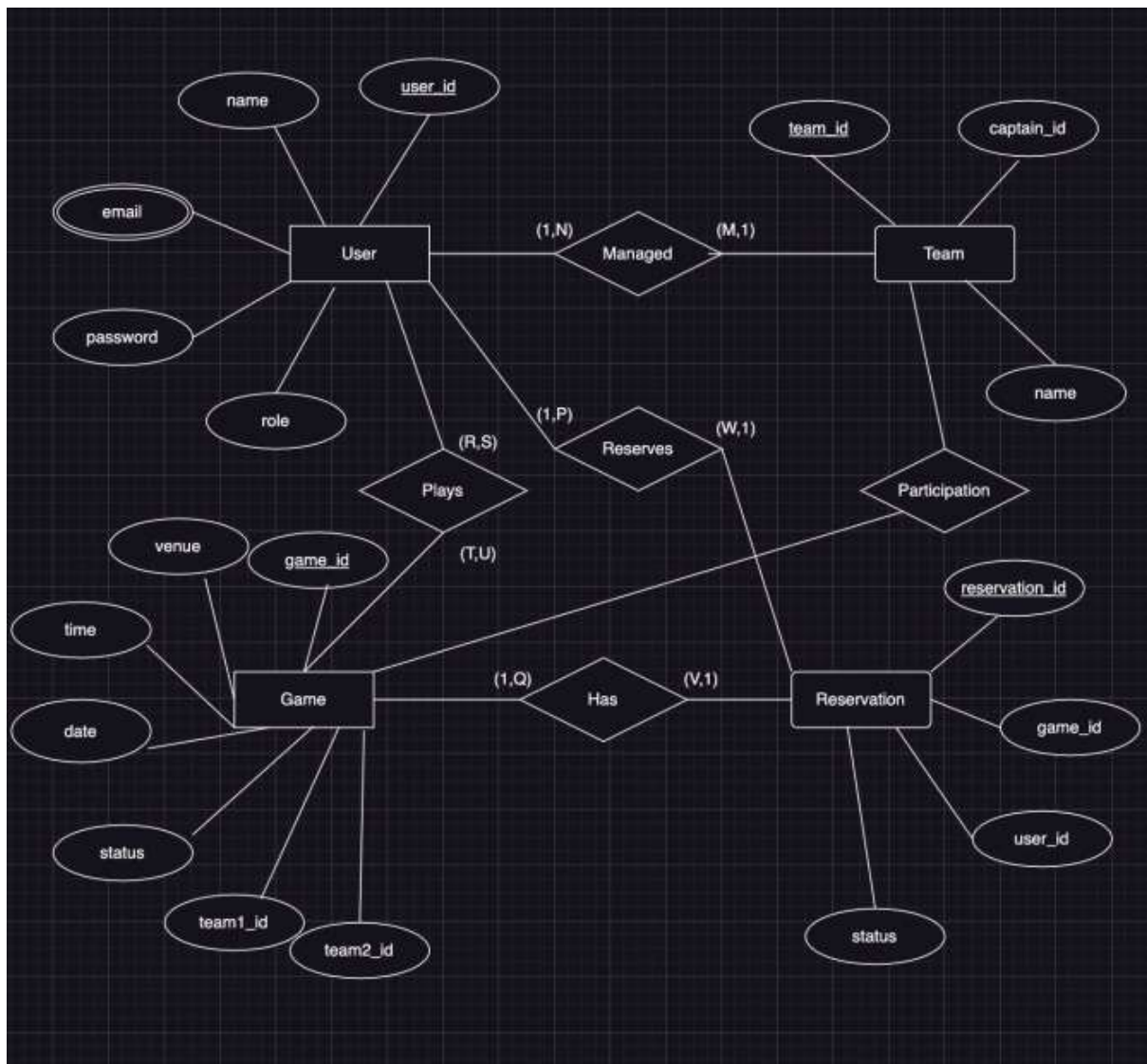


- **Acceptance Criteria:**
 - **Players can view a schedule of upcoming games with date, time, and venue details.**
 - **Players can click "Confirm Participation" next to each game.**
 - **Players receive a confirmation message after confirming participation.**
 - **Players can change their participation status if needed.**

Domain Model



Conceptual Model



Logical Model

