Software Requirements Specification

Automating a Mini-Golf Course

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Table of Contents

* The Mini-Golf Course Automator
  + Purpose
* Description
  + Use Cases
* Operational Requirements
  + Functional and Non-Functional
* Design
  + UML Diagram Classes and Methods
* The Mini-Golf Automator
  + Purpose:

The purpose of this SRS document is to illustrate a comprehensive overview of

The Mini-Golf Automator software. The SRS will illustrate an overall description

of the system, provide multiple user stories derived from actual Mini-Golf

Tournament Champions, and provide the proposer with several tables outlining

both the functional and non-functional aspect of the operational requirements.

The SRS will also provide UML diagrams which outline the general API of the

software in regard to specific classes and methods.

* Description

The owner of Wayne’s Wild Mini-Golf World has requested software to connect to the

Tampa Bay Central Mini-Golf Association’s network. The owner has also requested, per

player feedback, the design of a mobile app and/or a *non-disposable* plastic, credit-card

sized player card that will enable the loyal customers to not only keep score of their

games, but to gain rewards such as free rounds/merchandise, through the accrual of

player loyalty points.

* + Use Cases

Table 2.1

|  |  |
| --- | --- |
| USER | USER STORY |
| Player | I do not want to have to carry a pencil and scorecard around while playing. Keeping score is awkward. |
| Player |  |
| Player |  |
|  |  |
|  |  |
| Mini-Golf Course Owner | I want to save on the cost of materials. Purchasing pencils and paper scorecard pads is expensive. |
| Mini-Golf Course Owner | I want a plastic rewards card or a phone app for players to help expand customer loyalty. |

* Operational Requirements
  + Functional and Non-functional

Table 2.2

|  |  |
| --- | --- |
| FUNCTIONAL | NON-FUNCTIONAL |
| Display player’s name | Must not lose track of player’s score |
| Display Player’s updated score | Must add up score |
| Store player information so that player receives rewards after playing a certain number of rounds | Must accumulate the points to allow player to redeem rewards acrued |
| Create barcode to scan for both the mobile app and the plastic card | Must allow player to swipe card/scan barcode at each hole |
| Connect to The TBCMGA network | Must be able to store up to 10000 players |
| Store game information | Must retain all player/scoree information during loss of power and recall last entry of all players |
| Store player information | Must allow administrator to edit information based on verification of credentials |

* UML Diagram Classes and Methods

