Software Requirements Specification

Automating a Mini-Golf Course

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  + 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 his loyal customers to not only keep score of their

games, but to gain rewards such as free rounds, 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 |  |
| Create barcode to scan for both the mobile app and the plastic card |  |
| Connect to The TBCMGA network |  |
| Store game information |  |
| Store player information |  |

* UML Diagram Classes and Methods

Insert diagram here.