Software Requirements and Design Specifications

for

Pakistan Super League Drafting Application

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# Introduction

## Purpose

## The main objective of our PSL Drafting Application is to provide ease to franchises for selecting players without any formal gathering. It will be a one click solution to manage a mega cricket event.

## Intended Audience and Reading Suggestions

The intended audience is the PCB, PSL related franchises and players

## Product Scope

This project is mainly developed for official use of PCB. This is a first ever PSL based application in which we can select the players of different franchises and make a squad. Instead of organizing a drafting event, franchise owners will be given access of players details by PCB in PSLDA application.

## References

We have no references because we are the developers, and our idea is unique.

# Overall Description

## Product Perspective

This management system can make PSL happen with strict rules and regulations even in situations like Covid’19 or terrorism attacks or many more. So, it has a great importance in market because it can manage a mega event on which our country’s reputation would be based and it would also be a source of income through which we can make our country’s economy stronger.

## Product Functions

* Drafting
* User Login/ Registration

## User Classes and Characteristics

There are 3 classes of this management system: PCB, Franchises and Players.

The characteristics of the PCB class are login, Chat box, Rules. The characteristics of

Franchise class are login, disease, questionnaire, medication, meditation, and feedback. The characteristics of Player class are login.

## Operating Environment

The operating environment for PSLMS would be Windows 10, JAVA (NetBeans 8.2) and JDK 11

## Design and Implementation Constraints

Login issues if they forget password

## User Documentation

* Tutorials will be provided to use PSLMS
* A manual about the system will also be provided.

## Assumptions and Dependencies

In the scenario of over management systems, I think internet will affect the working of our system

and will give bad impact to the users so they should have proper internet connection for this

management system.

# External Interface Requirements

## User Interfaces

There are 3 different interfaces for the PCB, Players and for the franchises.

* Interface for PCB
* Interface for Franchises
* Interface for Players

## Software Interfaces

The software interface used by us is JAVA (NetBeans 8.2). The database used for this

application is SQL local storage.

## Communications Interfaces

The communication interfaces used by us are Email and chat in PSLMS.

# System Features

* Login
* Registration
* Player Stats
* Drafting

## Login and Signup

4.1.1 Description and Priority

This top-priority feature will help us access our application by using the username and password. PCB, Franchises and Players will access our application based on the type of their account

4.1.2 Stimulus/Response Sequences

After successful login, the dashboard will appear to the PCB, Franchises and Players. The PCB, Franchises and Players dashboard will allow him to interact with the system and database.

4.1.3 Functional Requirements

* Name
* Username
* Player stats
* Password

## Drafting

4.1.1 Description and Priority

This top-priority feature will help us access our application by using the username and password. PCB, Franchises and Players will access our application based on the type of their account*.*

4.1.2 Stimulus/Response Sequences

After successful Drafting the franchises can select the players from each category in a given time frame and add player to their team.

4.1.3 Functional Requirements

* Name
* Shirt Number
* Player stats
* Password

# Other Non-functional Requirements

## Safety Requirements

We will apply validation to prevent invalid users from entering our application.

## Security Requirements

We will use the latest technology encryption to prevent hackers from entering our management

system.

## Software Quality Attributes

* Accessible
* Aesthetics
* Cost-effective
* Functional/operational
* Productive
* Secure/safe
* Sustainable.
* Green Field Engineering

## Business Rules

# This project is mainly developed for official use of PCB.

# This is a first ever PSL based application in which we can select the players of different franchises and make a squad.

# Instead of organizing a drafting event, franchise owners will be given access of players details by PCB in PSLDA application.

# Other Requirements

N/A

# Design Description:

Use Cases:

Diagram

Description automatically generated

Class Diagram:

Diagram

Description automatically generated

Sequence Diagram:

Diagram, timeline

Description automatically generated

Graphical user interface

Description automatically generated

Diagram

Description automatically generated

**Diagram

Description automatically generatedState Chart:**

**Diagram

Description automatically generatedActivity Diagram:**