

		F or NF	HL	8 to 10
	1. Daisy Watson (Treasury Team)			
1	- A login facility.	F	Y	1
2	- A facility to keep track of funds, how they are allocated and where they can be applied.	F	Y	2
3	- We were hoping for the synchronisation between the system and the organisation's banking system and were promised that this would be the next project to be taken on by the IT division. You should build this facility into the prototype.	F	Y	3
	2. Francis Smith (Fundraising Team)			
4	- When the facility for fundraising activities is ported to the new system, a category should be added for e-sports donors.	F	N	4
5	- The system should be fast and responsive.	NF		
6	- The system should allow for communication with businesses, individuals, and other sources of donations	NF		5
7	- The system should support events planning.	NF		
8	- The system should facilitate the collation of contacts and mailing lists.	NF		
	3. Rohan Singh (Scholarship Application and Management Team)			
9	- Categorise different e-sports.	F	Y	6
10	- Consult with the scholarship application and management team and experts to find suitable criteria for each category.	NF		
11	- Compile the criteria for each category into preliminary application forms.	F	Y	
12	- There should be tools available to help choose the best candidates. Some of the current tools may work, but many would need to be developed.	NF		
	4. Jan Dalton (Scholarship Application and Management Team)			
13	- Allow for real-time changes to be made to the application forms by the scholarship application and management team. This feature is not available on the current system and would be a great help to improve the turn-around time on requested changes.	F	Y	7
14	- Applicants should be able to track the status of their applications throughout the selection process.	F	Y	
15	- We must be able to notify applicants whether they were successful.	NF		
16	- Applicants must be able to formally accept a scholarship offer.	F	N	
17	- We should be able to manage active scholarships by tracking deadlines, setting up notifications and making notes on the system.	F	Y	8

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	5. David Dahl (Executive)			
18	- Remember that relevant parts of the old system need to be pulled, integrated into the prototype and tested. Don't forget about them, they should be part of the requirements. I'm not going to list them – you should know what they are.	F	Y	
	6. Maya Lou (Contracted E-sports Expert)			
19	- Applicants must be able to register on the system.	F	Y	
20	- Applicants must be able to view available scholarships.	F	N	9
21	- The system should automatically inform users of completed actions, such as registration or the successful submission of an application.	F	N	
22	- When applying for a scholarship the system should allow for applicants to supply context sensitive information. For example, in a real-time strategy game the number of actions per minute a player can perform is imperative. In addition, they should be able to list their accomplishments, such as tournament wins and rankings.	F	Y	
23	- The system must be user-friendly, and it is important to convey knowledge of each genre and respect for the various electronic games, or the applicants will be reluctant to trust you.	NF		10