Project Scope Outline

The system *SHOULD*

- Allow for Bowlers to view the team configuration of each game.
- Allow for Bowlers to check their schedule about games.
- Allow for Bowls Club Selectors to import initial information about Bowlers.
- Allow for Bowls Club Selectors to add new bowlers and put their details into the system.
- Allow for Bowls Club Selector to remove bowlers from the system if any bowlers quit the Bowls Club.
- Allow for Bowls Club Selectors to update bowlers' performance on a weekly basis.
- Allow for Bowls Club Selectors to record game results for competition bowls and the game score such as the number of acceptable bowls etc.
- Allow for Bowls Club Selectors to archive data at the end of each season.
- Allow for Bowls Club Selectors to create a new Bowl team based on Bowlers' performance, form, availability, capability of individuals and groups as well as player strengths, weaknesses and preferences.
- Allow for Bowls Club Selectors to modify the team configuration after the team is created.
- Allow for Bowls Club Selectors to delete the team from the system if it is mistakenly created.
- Allow for Bowls Club Selectors to view all details of Bowlers during the selection deliberations.
- Assist Bowls Club Selectors in selecting a team for each game by providing required information about bowlers and teams to improve efficiency.
- Preserve the "drag and drop" capability to simulate the player selection process on whiteboard.
- Distinguish one selection committee from others in such a way so that the selectors can compare one bowler's performance in various teams created by different selection committees.
- Protect sensitive information such as bowler's performance and skill level evaluated by selection committee.
- Have access control related to administration hierarchy (i.e. only Selectors and Admins are able to access bowlers' information and only Admins have control over Selectors' account).

The system *CAN*

- Store social bowls results and relevant information.
- Send notifications to Bowlers about the team composition.

The system is *NOT SUPPOSED TO*

- Automatically generate teams using advanced algorithms.
- Allow Bowlers to edit their profile.
- Let multiple selectors perform selection on the same team concurrently (i.e. change players in a team at the same time).