**Functional Requirements:**

1. From the main page, the user will be able to click a “sign up” button that allows them to have access to the account creation screen, where they can enter a username, create a password, enter an email, and click a button to finalize account creation. This will take the user to an empty profile for customization.
2. User will be able to click on a “follow” button on the team’s page to increase ease of access to that team’s page. This will result in an icon appearing on the user’s homepage for the followed team.
3. User can click on a “notify” button on team pages in order to receive game updates. This can be disabled in the player’s personal settings menu. This will result in the player receiving/not receiving notifications for their teams.
4. User can insert information for their personal page, such as their name, age, and general sport interests. This information will become visible on their personal page.
5. A user should be able to create brackets where they can predict each game and click a post button to publish on their page.
6. Spectators without accounts should be able to view limited pieces of information about teams and scores with limited functionality. Should they try to access something without account-level permissions, they will be directed to an account creation screen.
7. An admin should be able to create new teams within the system, populate those teams with players, and publish the roster on the team page.
8. An admin should be able to enforce terms and conditions upon users of the system through a admin only menu. This would result in players having their privileges or access revoked/restricted, forbidding them from fully utilizing the website.
9. An admin should be able to create and schedule new matches within the system through an admin-only menu. These matches will appear in the game schedule and team page.
10. A user can click a button that takes them to a “request membership” menu that allows them to request to become a member of a team, which would be selected from a dropdown menu. This results in the player being added by an admin
11. Player can fill out an online form with personal information and click a submit button to send the form to managers. Management must be able to view submitted information.
12. Manager can click an “accept” button to confirm adding a player to his team and a “cancel” button to decline adding a player. This will result in players either being added or denied access to a team.
13. Analyst can create their own game section to post texts on their predictions for upcoming games. These posts will be visible to other players.
14. Analysts should have access to game statistics in order to timely and accurately make and post predictions and make them available to users. These statistics will be visible to any user on the website.
15. Admin can click on an edit button to edit a bracket, type in game information, and click on an update button to save changes. Changes will be saved and displayed based on the user’s entry.

NON FUNCTIONAL

Password must meet security requirements.

Hierarchical privilege must be defined and organized.

The must be a score-recording mechanism.

Easy to use interface.

Players are affiliated with teams.