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Roles:

User

Admins

Analyst

Spectator

Team Member

Manager

Players

User Story:

As a user,

I want to create an account

So I can interact with the system

Acceptance Criteria:

User can login and create an account.

User can interact with the teams.

User can view scores.

User Story:

As a user,

I want to follow different teams

So that I can track their progress

Acceptance Criteria:

The user has the ability to save teams (bookmark).

The user can change which teams are saved in their bookmarks.

User Story:

As a User,

I would like to receive notifications

To track players and teams progress

Acceptance Criteria:

User can follow a team in order to receive updates.

User can unfollow a team to not receive updates

User Story:

As a User,

I want to customize my personal account

So to better represent me as a fan

Acceptance Criteria:

User can edit their existing account.

User can update their information.

User Story:

As a User,

I want to be able to create prediction brackets

So that I can compete to other people’s brackets

Acceptance Criteria:

User can create the prediction bracket.

User can see other’s prediction brackets.

User Story:

As a spectator,

I want to be able to navigate the system

Without creating an account or logging in

Acceptance Criteria:

Spectator does not have to have an account to view basic team information.

Spectator can view information about teams and players.

User Story:

As an admin,

I want to be able to create teams

So that users can follow and see information

Acceptance Criteria:

Admin can create teams for users and players.

User Story:

As an Admin,

I can ban or remove users

For security reasons

Acceptance Criteria:

Admin can remove users that violate terms of use for system.

User Story:

As an Admin,

I want to be able to schedule games

To keep the system up to date

Acceptance Criteria:

Admin can select two teams to play. Neither teams can have another game at the same time slot.

User Story:

As a user,

I want to be able to become a player

So I can join a team.

Acceptance Criteria:

User can request to be upgraded to a player.

User Story:

As a player,

I want submit an application

So that I become a member of a team.

Acceptance Criteria:

Player can submit application to a team.

User Story:

As a manager,

I want to be able to accept or deny application to my team

So that I can control my team

Acceptance Criteria:

Manager can accept or deny applications. Manager can remove players. Mangers can request for players to join their team.

User Story:

As an analyst,

I want to access game data

So that I can prepare predictions.

Acceptance Criteria:

Analyst can have access to data.

User Story:

As an analyst,

I want to post predictions

So that users and players can see predictions

Acceptance Criteria:

Analyst can post predictions.

User Story:

As an admin,

I want to post outcomes

So that the bracket is up to date

Acceptance Criteria:

An admin can post outcomes.

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.