TT5L_G8 - Context Objects and Sources of Requirements

Project Title: Student Club Management System with Budget and Venue Integration

Tutorial Section: TT5L

Group: G8

Document Version: v1.0

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Last Updated: 19/4/2025

1. Context Objects

Context objects are systems, databases, or entities that interact with or influence the system. Identifying these helps us understand integration points and dependencies. Below are the context objects for the Student Club Management System:

Context Object	Description / Role
Student clubs	-
Club members	
Admins	
Club leaders	
Budget system	
Authentication system	
Notification system	
Club management system	
Financial management system	
Campus space reservation system	
Club and membership database	
Feedback collection system	

Approval system

Media management system

Help desk

Payment method

University portal

2. Sources of Requirements

Sources of requirements include stakeholders, documents, policies, and systems that provide input or expectations for system behavior. Below are the identified sources:

Source	How it Contributes to Requirements
- Club leaders	- Discuss their daily challenges, needs for managing events and budgets
- University administrator	- Understanding their requirement for approving budgets, events proposal, tracking spending, and managing venue booking
- Students	- Gathering feedback on features they expect such as browsing clubs, joining events and receiving notifications