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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Note

All team discussions were held via Microsoft Teams chat. This document summarizes key decisions and contributions from chat conversations. Screenshots have been included where applicable.

Team Chat Discussion Log

Date	Type	Attendees	Key Points Discussed	Decisions Made	Action Items
19 Apr 2025	Teams Chat	All members	Discussed context objects and sources of requirements for the Student Club Management System.	Finalized context objects and sources of requirements.	Rafida to write context objects and sources of requirements section.

Screenshot of Team Chat

Screenshot1: Confirmation of Context Objects and Sources of Requirements.
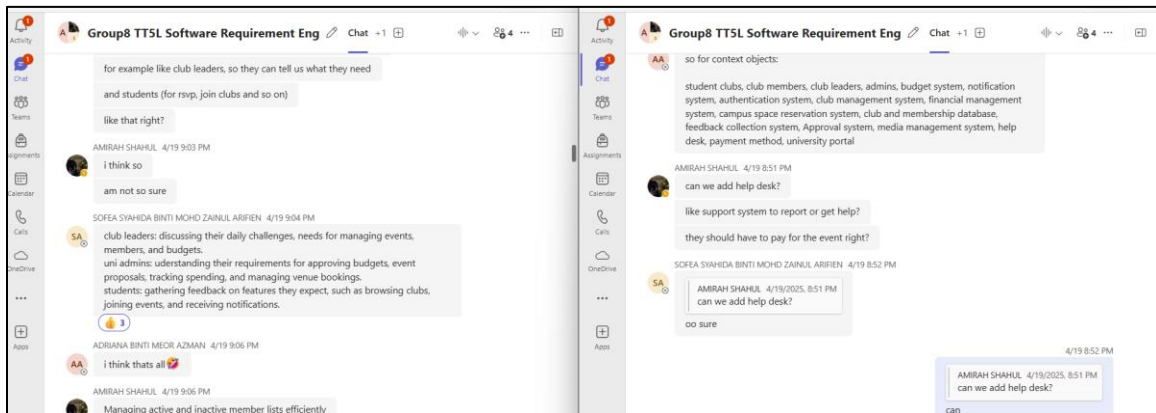
1. Context Objects

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	Main entities using the system to organize activities and manage members.
Club members	Users who join clubs and participate in events or activities.
Admins	Oversee all clubs, approve events and budgets, and manage overall system governance.
Club leaders	Manage their own club's members, events, budgets, and documents.
Budget system	Used to submit and review budget proposals and track spending.
Authentication system	Verifies user identity for secure login and role-based access.
Notification system	Sends announcements, reminders, and

updates to users via email or in-app alerts.

Club management system	The central platform that integrates all features for club operations.
Financial management system	Tracks and audits financial records linked to club expenditures.
Campus space reservation system	Allows booking and checking availability of venues for club events.
Club and membership database	Stores club profiles, member lists, and related data.
Feedback collection system	Gathers user ratings and suggestions after events for improvement.
Approval system	Handles the approval workflow for event and budget proposals.
Media management system	It stores and displays posters, itineraries, certificates, and other uploaded files.
Help desk	Supports users with technical issues or questions about the system.
Payment method	Enables or records club-related payments, if applicable.
University portal	Acts as a central access point where students can link to the club system.

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