POLITECNICO DI MILANO

Computer Science and Engineering

Requirements Analysis and Specifications Document

CodeKataBattle

Software Engineering 2 Project

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Authors:
Massara Gianluca
Nguyen Ba Chiara Thien Thao
Nicotri Flavia

Professor:
Matteo Giovanni Rossi

Contents

Chapter 1

Introduction

1.1 Purpose

In the last years, more and more students are becoming interested in programming and many educators have realised the need of new innovative methods to improve coding skills. CodeKataBattle aims to assist students in enhancing their programming skills by challenging them with creative tasks in a competitive and stimulating environment.

The following document want to describe the system focusing on the requirements and specification, providing scenarios and use case to specify what the system must do and how it should interact with the stakeholders.

1.1.1 Goals

In the following table we describe the main goals that our system want to achive.

Goal	Description
G.1	Allow students to compete in a tournament
G.2	Allows educators to create challenges for students.
G.3	Allows educators to grade students' projects.
G.4	Allows students to collect badges.

1.2 Scope

The main actors of the system are students and educator. Educator can:

- **Create a tournament:** decide which colleague can create battles within the tournament and defines badges that represent the achievements of individual students;
- **Create a battle:** set configurations and rules for that battle;
- **Evaluate:** manually assign a personal score to the students' works.

Students can:

- **Join a tournament**;
- **Partecipate on a battle:** create a team and complete the project with his code;
- **Collect badges:** based on the rules of the tournament and his performance.

1.2.1 World Phenomena

W.P.	Description
WP.1	Educator wants to create a tournament.
WP.2	Educator wants to create a new battle.
WP.3	A student want to join a tournament.
WP.4	A student wants to join a battle.
WP.5	An educator evaluates the works done by students.

1.2.2 Shared Phenomena

S.P.	Description	Controlled by
SP.1	The system notifies the student about upcoming battles.	Machine
SP.2	The student commits his code.	World
SP.3	The educator configures the tournament rules.	World
SP.4	The student forms a team.	World
SP.5	The educator grants other colleagues the permission to create battles within a tournament.	World
SP.6	The educator configures the battle.	World
SP.7	The student joins a team.	World
SP.8	The system creates a GitHub repository.	Machine
SP.9	The student forks and sets up the GitHub repository.	World
SP.10	GitHub Actions notifies the system about students' commits.	World
SP.11	The system shows the battle score of the team.	Machine
SP.12	The system notifies when the final battle rank becomes available.	Machine
SP.13	The system shows the tournament rank.	Machine
SP.14	The system shows the list of ongoing tournaments.	Machine
SP.15	The system shows the student's badges.	Machine
SP.16	The educator defines the badges of a tournament.	World
SP.17	All users can visualize the profile of a user.	World

1.3 Definitions, Acronyms, Abbreviations

1.4 Revision History

1.5 Reference Documents

1.6 Document Structure

Chapter 2

Overall Description

2.1 Product perspective

2.2 Product functions

2.3 User characteristics

2.4 Assumptions, dependecies and constraints

Chapter 3

Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

3.1.2 Hardware Interfaces

3.1.3 Software Interfaces

3.1.4 Communication Interfaces

3.2 Functional Requirements

3.3 Performance Requirements

3.4 Design Constraints

3.4.1 Standards compliance

3.4.2 Hardware limitations

3.4.3 Any other constraint

3.5 Software System Atttributes

3.5.1 Reliability

3.5.2 Availability

3.5.3 Security

3.5.4 Maintainability

3.5.5 Portability

Chapter 4

Formal Analysis

Chapter 5

Effort Spent

Chapter 6

References