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| Sports Score Tracker |
| Design Specification Report |
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Introduction

## Sports Score Tracker at a glance

The Sports Score Tracker is designed to function as a web-based application. Initially, the tracker will only provide data for the National Basketball Association (via input from the administrator). This data includes a full daily schedule, as well as division, conference, and league standings. Users will be able to click on individual games, and follow the score real-time. Within the in-depth view of an individual game, users will also be able to post comments on this game. User comments will be filed under the tags of Injuries, Score, and Other. Users could choose to view only those comments within a given tag, or they can choose to view all comments. The site will not require users to login unless they would like to post comments, vote on outcomes of games, or manage their own teams/leagues. Additionally, within the chosen game, users can vote on which team they think will win. All users that access the site will be given the option to view the opinions of all users that voted via vote percentages corresponding to each game. Additionally, the sports score tracker will feature a smart system that calculates the most logical choice for the victor of the game. The smart outcome detection will take into account the winning percentage for each team. All users that access the site will be able to see the computer selection.

Additionally, the sports score tracker will be flexible enough to allow registered users to input their own data for their own custom sports, leagues, teams, etc.

# System Requirements

## Functional Requirements

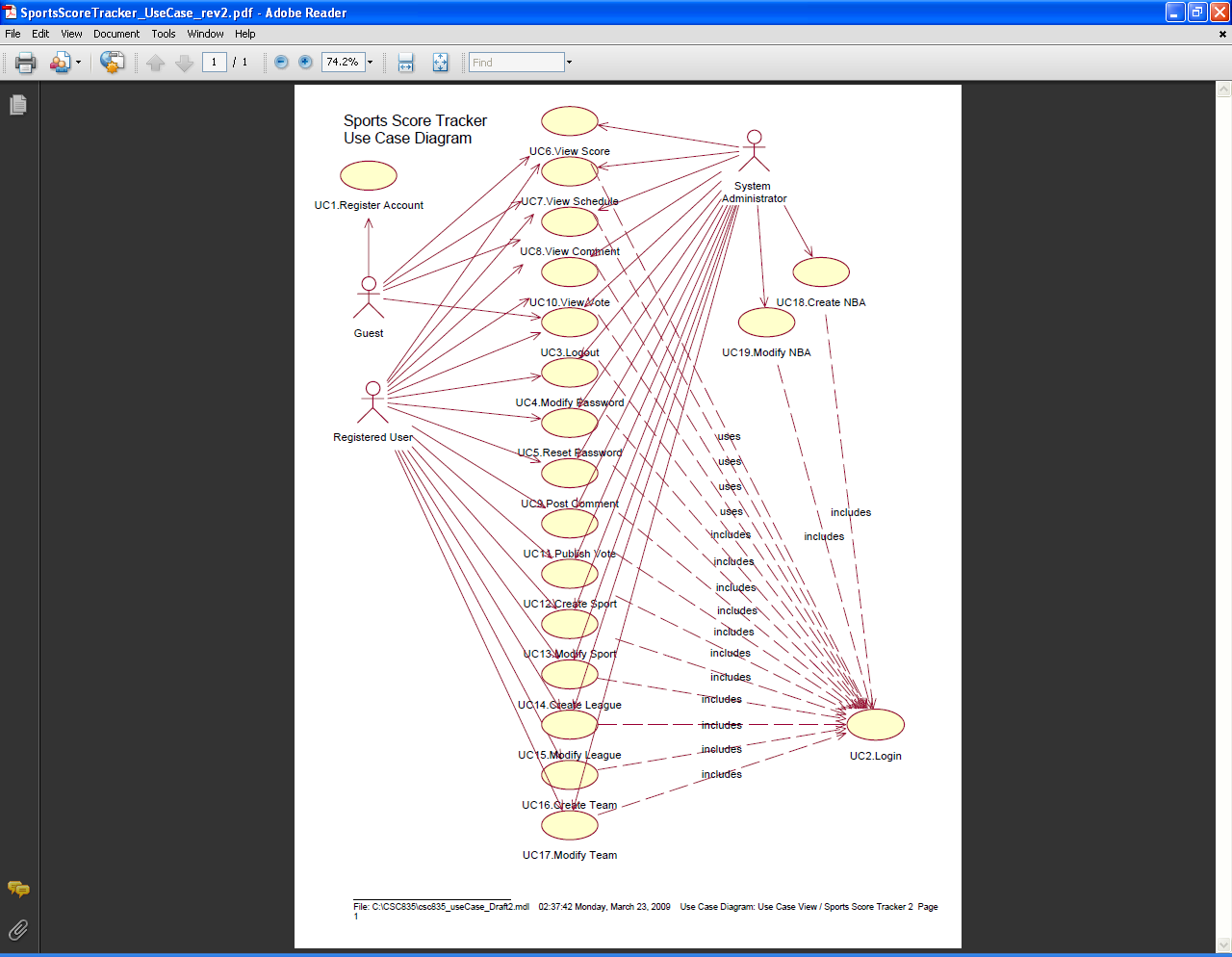
1. The system **must** provide a means for a guest to **register** for a new account**.**
   1. The guest **shall** be provided with the facilities to register for an account.
      1. The guest **must** provide a valid **email address**, **password**, and **first name** to register for an account.
      2. Upon registering, the system **must** ensure the email address is not already registered in the system.
      3. The email address entered **shall** be used as **account Id/login ID**.
      4. The user **shall** be provided with confirmation of their registration, via an email to the email address used for registration.
2. The system **must** provide a means for a registered user to **login/logout.**
   1. The user **shall** be provided with the facilities to login.
      1. The user **must** provide a valid **login ID** and **password** combination to login.
      2. The user **shall** be provided with facilities to confirm the request.
      3. The user **shall** be provided with confirmation that the request has been processed.
   2. The user **shall** be provided with the facilities to logout.
      1. The user **shall** be provided with facilities to logout after successful login.
3. The system **must** provide a means to **modify password.**
   1. Registered members **shall** be provided with facilities to **update current password**.
      1. The user **must** **login.**
      2. The user **must** supply current password and new password.
      3. The user **shall** be provided with facilities to confirm the request.
      4. The user **shall** be provided with confirmation that the request has been processed.
   2. The system **must** provide a means to **reset password.**
      1. Users **shall** be provided with facilities to **reset** their **password**.
      2. The user **shall** be provided with facilities to request a temporary password using their **login ID** and **email address**.
      3. Temporary password **shall** be emailed to the user email on file, if the login ID and email match.
      4. User **must login** with the temporary passwordand **update password**.
4. The system **must** provide a means to **view game scores.**
   1. Guests, registered users and administrators **shall** be able to view game scores.
   2. Game scores can be retrieved via league(s), sport(s) and/or teams.
5. The system **must** provide a means to **view game schedules.**
   1. Guests, registered users and administrators **shall** be able to view game schedules.
   2. Schedules can be retrieved via league(s), sport(s) and/or teams.
6. The system **must** provide a means to **view comments.**
   1. Guests, registered users and administrators **shall** be able to view comments per game.
7. The system **must** provide a means to **post** **comments.**
   1. Registered users and administrators **shall** be able to post comments per game.
   2. The **user** must **login** to be able to post comments.
8. The system **must** provide a means to vote which team the user predicts will win the game**.**
   1. Registered users and administrators **shall** be provided with facilities to vote per game.
   2. The **user** must **login** to be able to vote.
9. The system **must** provide a means to **view votes.**
   1. Guests, registered users and administrators **shall** be able to view the voting results via a percentage chart that will represent which team in a game will win.
10. The system must provide a means to **view** the system **estimated** **winning** **team** prediction.
    1. Guests, registered users and administrators **shall** be able to view the predicted winner.
    2. The system shall take into account the winning percentage for each team to determine the victor.
11. The system **must** provide a means to **create** ***custom*** **sports.**
    1. Registered users and administrators **shall** be provided with the facilities to **create** *custom* sports.
       1. Theuser **must** login to be able to create *custom* sports.
       2. Theuser **shall** be provided with the facilities to input a **sport name**.
       3. The user **shall** be provided with facilities to confirm the request.
       4. The user **shall** be provided with confirmation that the request has been processed.
    2. Administrators **shall** be provided with the facilities to **delete** *custom* sports.
       1. Theuser **must** login to be able to **delete** *custom* sports.
       2. Theuser **shall** be provided with the facilities to select a sport for deletion by sport name.
       3. The user shall be informed that all leagues, teams, games, and comments related information to the sport will also be deleted.
       4. The user **shall** be provided with facilities to confirm the request to delete the sport.
       5. The user **shall** be provided with confirmation that the request has been processed (successfully deleted).
12. The system **must** provide a means to **create/modify** ***custom*** **leagues.**
    1. Registered users and administrators **shall** be provided with the facilities to **create** *custom* leagues.
       1. Theuser **must** login to be able to create *custom* leagues.
       2. Theuser **shall** be provided with the facilities to select a sport and input a new **league name**.
       3. The user **shall** be provided with facilities to confirm the request.
       4. The user **shall** be provided with confirmation that the request has been processed.
    2. Registered users and administrators **shall** be provided with the facilities to **update** *custom* leagues.
       1. Theuser **must** login to be able to update *custom* leagues.
       2. Theuser **shall** be provided with the facilities to look up a custom league by league name.
       3. Theuser **shall** be provided with the facilities to input a new league name.
       4. The user **shall** be provided with facilities to confirm the request.
       5. The user **shall** be provided with confirmation that the request has been processed.
    3. Registered users and administrators **shall** be provided with the facilities to **delete** *custom* leagues.
       1. Theuser **must** login to be able to **delete** *custom* leagues.
       2. Theuser **shall** be provided with the facilities to select a league for deletion by league name.
       3. The user shall be informed that all teams, games, and comments related information to the league will also be deleted.
       4. The user **shall** be provided with facilities to confirm the request.
       5. The user **shall** be provided with confirmation that the request has been processed.
13. The system **must** provide a means to **create/modify** ***custom*** **teams.**
    1. Registered users and administrators **shall** be provided with the facilities to **create** *custom* teams.
       1. Theuser **must** login to be able to create *custom* teams.
       2. Theuser **shall** be provided with the facilities to select a sport and input a new **team name**, and join the team into an existing **league**.
       3. The user **shall** be provided with facilities to confirm the request for adding a new team.
       4. The user **shall** be provided with confirmation that the request has been processed.
    2. Registered users and administrators **shall** be provided with the facilities to **update** *custom* teams.
       1. Theuser **must** login to be able to update *custom* teams.
       2. Theuser **shall** be provided with the facilities to look up a custom team by team name.
       3. Theuser **shall** be provided with the facilities to input a new team name and modify the league.
       4. The user **shall** be provided with facilities to confirm the request.
       5. The user **shall** be provided with confirmation that the request has been processed.
    3. Registered users and administrators **shall** be provided with the facilities to **delete** *custom* teams.
       1. Theuser **must** login to be able to **delete** *custom* teams.
       2. Theuser **shall** be provided with the facilities to select a league for deletion by team name.
       3. The user **shall** be provided with facilities to confirm the request.
       4. The user **shall** be provided with confirmation that the request has been processed.

# Non functional Requirements

1. The system **shall** **ensure that login credentials meet minimum security specifications**
   1. The system **shall ensure that emails meet minimum requirements.**
      1. The system **shall** **ensure** email addresses are unique.
      2. The system **shall** **ensure** email addresses adhere to the standard Fully Qualified Domain Address format - *username*@*domain***.**
   2. The system **shall ensure that passwords meet minimum requirements.**
      1. The system **shall** **ensure** passwords are at least 8 characters in length.
      2. The system **shall** **ensure** passwords contain alphanumeric and special characters.
      3. The system **shall** **ensure** passwords do not contain repeated sequences.
2. The system **shall** **ensure that comments are filtered before posting.**
   * 1. The system **shall** **ensure** comments do not contain profanity.
     2. The system **shall** **ensure** comments do not exceed the 300 character limit.
3. The system **shall** **ensure that custom teams can only be modified by creator.**
4. The system **shall** **ensure that custom sports can only be modified by creator.**
5. The system **shall** **ensure that custom leagues can only be modified by creator.**

# Use Cases

## Use Case Diagram

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## Use Case Descriptions

|  |  |  |
| --- | --- | --- |
| **UC1.** | *Register User* | This system use is intended for guests to become registered members receive member privileges such as voting, creating and maintaining custom sports, leagues and teams.  **Dependencies: None.** |
| **UC2.** | *Login User* | This system use is intended for registered users to gain access to those modules of the system which require registration to use.  **Dependencies: UC1.** |
| **UC3.** | *Logout User* | This system use is intended for registered users to exit the system. User must first be logged in to access this option.  **Dependencies: UC2.** |
| **UC4.** | *Modify Password* | This system use is intended for registered users to update their current password and requires.  **Dependencies: UC2.** |
| **UC5.** | *Reset Password* | This system use is intended for users to request that the password for an account be reset and emailed to the account using the account id.  **Dependencies: None** |
| **UC6.** | *View Score* | This system use is intended for users to view game scores.  **Dependencies: None** |
| **UC7.** | *View Schedule* | This system use is intended for users to view game schedules.  **Dependencies: None** |
| **UC8.** | *View Comment* | This system use is intended for users to view user comments.  **Dependencies: None** |
| **UC9.** | *Post Comment* | This system use is intended for registered users and administrators to post comments.  **Dependencies: UC2.** |
| **UC10.** | *View Vote* | This system use is intended for users to view user votes.  **Dependencies: None** |
| **UC11.** | *Publish Vote* | This system use is intended for registered users and administrators to post comments.  **Dependencies: UC2.** |
| **UC12.** | *Create Sport* | This system use is intended for registered users and administrators to create a custom sport.  **Dependencies: UC2.** |
| **UC13.** | *Modify Sport* | This system use is intended for registered users and administrators to update or delete a custom sport created by that user.  **Dependencies: UC11.** |
| **UC14.** | *Create League* | This system use is intended for registered users and administrators to create a custom league.  **Dependencies: UC2.** |
| **UC15.** | *Modify League* | This system use is intended for registered users and administrators to update or delete a custom league created by that user.  **Dependencies: UC13.** |
| **UC16.** | *Create Team* | This system use is intended for registered users and administrators to create a custom team.  **Dependencies: UC2.** |
| **UC17.** | *Modify Team* | This system use is intended for registered users and administrators to update or delete a custom team created by that user.  **Dependencies: UC15.** |
| **UC18.** | *Create NBA* | This system use is intended for administrators to create the NBA organization(s).  **Dependencies: UC2.** |
| **UC19.** | *Modify NBA* | This system use is intended for administrators to update or delete created NBA organization.  **Dependencies: UC18.** |

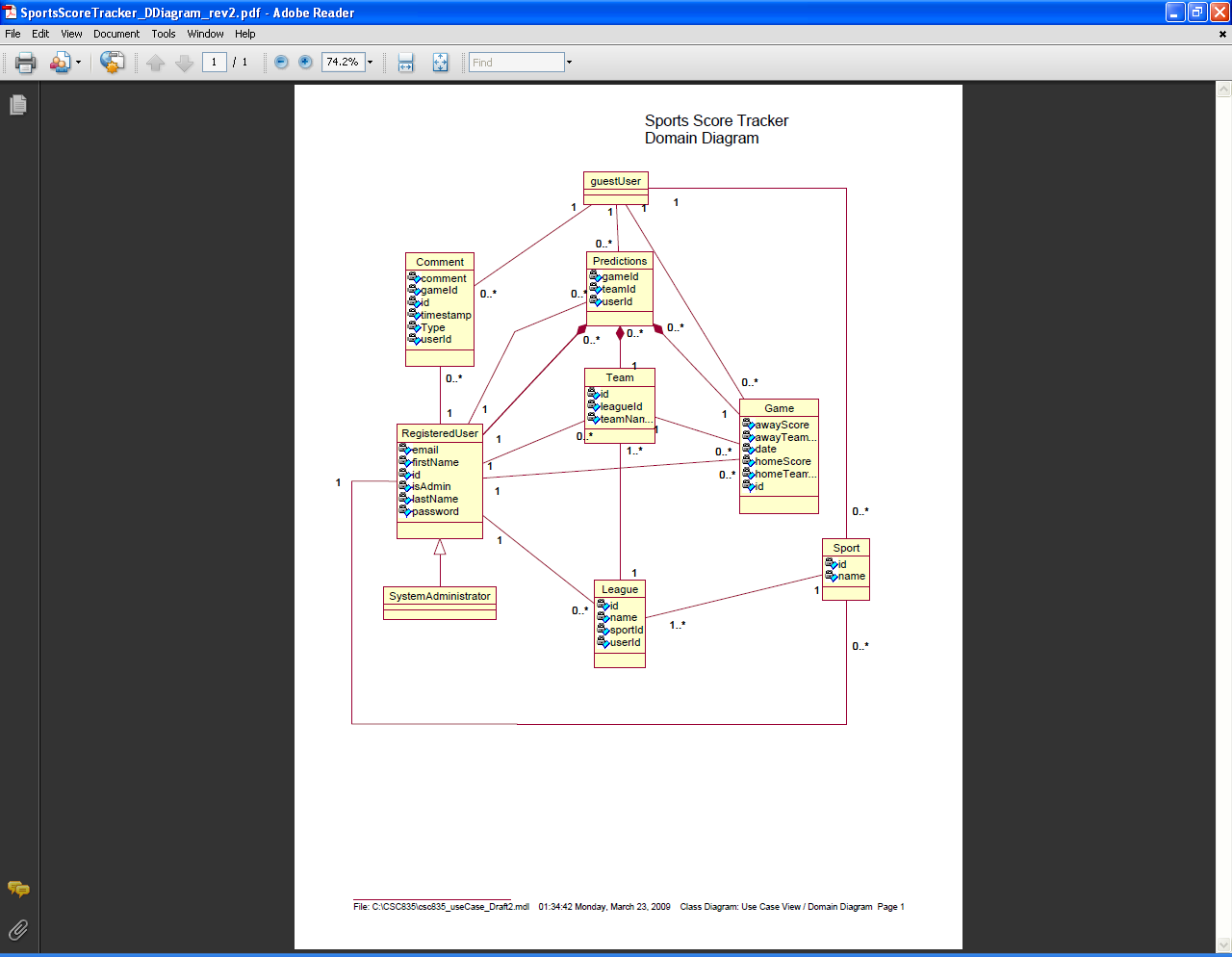
## Use Case Validation

**Requirements vs. Use Cases**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **R1** | **R2** | **R3** | **R4** | **R5** | **R6** | **R7** | **R8** | **R9** | **R10** | **R11** | **R12** | **R13** |
| **UC1** | **X** |  |  |  |  |  |  |  |  |  |  |  |  |
| **UC2** | **X** | **X** |  |  |  |  |  |  |  |  |  |  |  |
| **UC3** | **X** | **X** |  |  |  |  |  |  |  |  |  |  |  |
| **UC4** | **X** | **X** | **X** |  |  |  |  |  |  |  |  |  |  |
| **UC5** | **X** |  |  |  |  |  |  |  |  |  |  |  |  |
| **UC6** |  |  |  | **X** |  |  |  |  |  |  |  |  |  |
| **UC7** |  |  |  |  | **X** |  |  |  |  |  |  |  |  |
| **UC8** |  |  |  |  |  | **X** |  |  |  |  |  |  |  |
| **UC9** |  |  |  |  |  |  | **X** |  |  |  |  |  |  |
| **UC10** |  |  |  |  |  |  |  | **X** |  |  |  |  |  |
| **UC11** |  |  |  |  |  |  |  |  | **X** |  |  |  |  |
| **UC12** | **X** | **X** |  |  |  |  |  |  |  | **X** |  |  |  |
| **UC13** | **X** | **X** |  |  |  |  |  |  |  | **X** |  |  |  |
| **UC14** | **X** | **X** |  |  |  |  |  |  |  |  | **X** |  |  |
| **UC15** | **X** | **X** |  |  |  |  |  |  |  |  | **X** |  |  |
| **UC16** | **X** | **X** |  |  |  |  |  |  |  |  |  | **X** |  |
| **UC17** |  |  |  |  |  |  |  |  |  |  |  | **X** |  |
| **UC18** |  |  |  |  |  |  |  |  |  |  |  |  | **X** |
| **UC19** |  |  |  |  |  |  |  |  |  |  |  |  | **X** |

**Domain**

**Domain Diagram**



**Domain Explanation**

**Class: ClassName**

**Will follow…**

**Domain Validation**

**Will follow…**