

# BUSINESS REQUIREMENTS

## Baseball Roster

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**Filename:** MSSA\_ClassProject\_BusinessReq\_Instructor.docx

**Last Save Date:**

**Author(s):** First Last (alias)

**File Location:** [\\server\folder](#)

**Project Information Classification:** HBI, MBI, LBI, PII, or HSPII [\[select information classification\]](#)

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# 1. Executive Overview

The Baseball roster program is comprised of activities allowing users to submit contact information, and to allow users and administrators to view the information. The purpose of this document is to describe the needs of the users and administrators.

## 2. Scope/Objectives

### 2.1. Scope

The baseball roster application needs to address the two main scenarios of:

1. Providing the ability of an admin/team captain to start a team and create a forum for individuals to sign up
2. Providing contact information along with team and/or position preferences so they can participate and get the most out of their baseball experience

### 2.2. Out of Scope

A UI to create/edit teams is out of scope for this iteration as it will add value to a small subset of people. We will evaluate this feature for a future release.

## 3. Requirement Assumptions, Constraints, Dependencies & Risks

### 3.1. Assumptions

1. Users have access to the application
2. Administrators have access to the application
3. Administrators have access to the back-end database
4. Team captains are administrators

### 3.2. Dependencies

1. Team names need to be available before users can enter their information

### 3.3. Risks

Risk	Mitigation
Application needs to be production ready by the beginning of baseball season	The existing paper based solution will need to be available if this risk is realized
Team captains may not have the technical skillset to query the SQL DB	Team captains can work with other administrators to get the information out of the db

## 4. Business Rules

1. User can join only 1 team with 1 entry
2. Each user must use a unique email address for contact information
3. User must enter complete contact information
4. User must select a player position

## 5. Business & Functional Processes, Usage Scenarios and Requirements

### 5.1. High Level Process Descriptions

- **Participant**
  - View existing teams and open positions
  - Enters their contact information and possibly preference on team and/or position
  - Able to come back later to see what team and position they are assigned, as well as team and player assignments of the other members
- **Admin/Captain(s)**
  - Initially seeds the application with teams
  - Peruse the applicants and assign positions and/or teams as needed to ensure teams are full and all positions are covered
  - Access the contact information so they can inform players of practice/game times (outside of application)

## 6. User Requirements

	Requirement
R1	Individual needs to be able to: Add their personal information to the roster
R2	Individual needs to be able to: Request team name (or blank)
R3	Individual needs to be able to: Request position
R4	Individual needs to be able to: Enter and save personal information
R5	Individual needs to be able to: Edit personal information after entry is complete
R6	Individual needs to be able to: See information for other players (except email)
R7	Admin needs to be able to: See all player information including email addresses
R8	Admin needs to be able to: Add / Delete teams

## 7. Performance, Availability, and Scalability Requirements

TBD

### 7.1. Response Time Requirements

TBD

## 8. Other Requirements

### 8.1. Corporate and Legal Compliance

#### 8.1.1. Security

TBD

#### 8.1.2. Privacy

Only administrator has access to see email addresses

### 8.1.3. Accessibility

**Color contrast:** Relative luminosity of text-background color pairings must be greater than or equal to 4.1:1 using [Colour Contrast Analyser](#)

**Tab order:** Interactive elements must be in a logical tab order

**High contrast mode** (Shift+Alt+Print Screen): User must be able to accomplish all tasks while in high contrast mode

# Appendix A: Glossary/ Definitions

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Below is a list of common terms and their definitions that are used throughout this document:

Term	Definition