|  |
| --- |
| OOP Ltd |
| Software Requirement Specification |
| For Simply Rugby |
|  |
| **Chris Dworczyk** |
| **12/3/2018** |

|  |
| --- |
|  |

|  |  |
| --- | --- |
| The Client:  Simply Rugby  Nile Street Stadium  Cowcaddens  Glasgow  G4 9QS  Contact Name: Thomas Sutherland Muir  Tel Num: 0141 - 1375028  e-mail: tsmuir@srugby.co.uk | The Solution Providers:  OOP Solutions Ltd  Contact Name: Chris Dworczyk  Tel Number 01506 - 832951  Mobile Number 0780 1259 525  Email: cdworczyk@gmail.com |

Table of Contents

Contents

[Introduction 2](#_Toc508737329)

[Purpose 2](#_Toc508737330)

[Project Scope 2](#_Toc508737331)

[Definitions, acronyms and abbreviation 2](#_Toc508737332)

[Overall Description 2](#_Toc508737333)

[Product perspective 2](#_Toc508737334)

[Product Functions 3](#_Toc508737335)

[User Characteristics 3](#_Toc508737336)

[Constraints 3](#_Toc508737337)

[The Functional Requirements 4](#_Toc508737338)

[User interface 4](#_Toc508737339)

[The Software Will: 5](#_Toc508737340)

[The Login Window Will: 5](#_Toc508737341)

[The Player Roster Window Will: 6](#_Toc508737342)

[The Player Profile Window Will: 6](#_Toc508737343)

[The Player Form Window Will: 6](#_Toc508737344)

[The Non-Functional Requirements 7](#_Toc508737345)

[Training 7](#_Toc508737346)

[Support 7](#_Toc508737347)

[Security Requirements 7](#_Toc508737348)

# Introduction

## Purpose

The software and system are being provided by OOP to a Scottish rugby club to change from a paper-based system to a computer database system. This document will explain the systems inner workings like the constraints, interface and relationships in the software.

## Project Scope

The database software provided will allow different users to securely log into their accounts and interact with different pages allowing them to view all the players on a roster. From there the user will be able to select a player and view their profile or form.

Depending on what account was used to log in the user will be able to edit the player profile or add new members to the roster by creating a new form and filling in the players details. Once the user is happy with the edits or new form they will be able to save it all to a database with a click of a button.

The software will not require an internet connection. All the saving will be done locally on the computer provided with the software.

## Definitions, acronyms and abbreviation

|  |  |
| --- | --- |
| Term | Definition |
| User | Someone who interacts with the software |
| Coach | The person responsible for the teams and keeping the player profile up to date |
| Admin | System administrator who has permission to manage and change player roster and their details |
| Roster | The window in current software that is responsible for displaying the player names and allows for player selection |
| Software | The software that will be delivered to the customer |
| Window | Any of the accessible pages in the software |

### Product perspective

The system has been developed to improve the storage and editing of all the data collected by the Simply Rugby club. It is an upgrade from a previously paper-based database system so there are no other sub systems to look at.

This system consists of two parts: one part the front-end interface and the other the database files containing all the details. The application will load the file in and display only the necessary data that the user wanted to see such as the selected player profile or the selected players form with their personal details.

Computer System

SimplyRugby Application

Database File

The user will then be able to save all the changes back into the database for later use.

## Product Functions

The first page the user is presented with is the login page where they can select their account type and enter the password for that account type. If the password matches, the application will take the user to the main menu where the player roster is displayed.

This application will allow user to pick an age group from a dropdown menu which will display all the currently registered players in that age group. The user can then pick any of those players and edit their profile or form depending on their account permission.

From the profile view they will be able to see all the players skills and comments and from the form view they will be able to see all the players personal details. Once the user is happy with any new edits they made to the player they can click the save button which will the save it all to an external database.

New members can be added from the form window view by clicking the appropriate button.

## User Characteristics

There are only 2 types of users that will use this program: the coach and the secretary/admin. Each will have their own permission that allow them to different functions within the program.

Both users can access all the pages however they will be able to only access their specific account functions for example:

The coach can view but also edit all the player skills and comments in the player profile view, however the admin can only view those and not edit.

On the other hand, the admin can view and edit the player forms whereas the coach can only view the player forms. The admin can also add more members to the team.

## Constraints

The application should not face any constraints. A fully working system will be provided with the solutions that will not have any problems running it.

There is no internet access necessary as the application saves all the data locally on the system.

# The Functional Requirements

## User interface

The first screen the user will see when opening up the application is the login screen (figure 2) from there they can select their user type from drop fown menu and input their password.

Once the user enters the correct credentials a new roster windiw will appear (figure 3)

From there the user can either open up a form window to create a new member or select a member from the roster which will appear in the form window for editing (figure 1) A player age group can also be picked to filter out the players by age.

The user can also select player profile which will open up the selected user profile with all their skills and comments (figure 4) if a player is not selected an error message will appear (figure 6) infroming the user to select a player first before pressing player profile button.

Once the user is finsihed editing and presses the save button a prompt will show up (figure 5) to inform of successful save, from there the user will be take back to the main menu with player roster.

|  |  |
| --- | --- |
| Figure 1 | Figure 2 |
| Figure 3 | Figure 4 |
| Figure 5 | Figure 6 |

## The Software Will:

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement statement | Comments |
| FR001 | The software will provide a login page where user enter their login detail | Different logins will allow different editing and viewing permission |
| FR002 | The software will provide a roster page where all the current members are displayed | Only names of player will be displayed |
| FR003 | The software will provide a player profile window where the players skills and comments will be displayed |  |
| FR004 | The software will provide a player form window where the players personal details will be displayed |  |
| FR005 | Each page will have navigational buttons to allow changing between any pages. |  |
| FR006 | The software will take care of all the loading database files and saving back into those database files |  |
| FR007 | Software will apply data validation on all the data being saved to ensure no error is caused. |  |

## The Login Window Will:

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement statement | Comments |
| FR101 | The user will be able to select what user type they are (admin or coach) from a drop-down menu | Restricted choice |
| FR102 | The user will be able to input their password in a text box. |  |
| FR103 | The text box will hide the password as to prevent any unwanted access from unauthorised personnel. |  |
| FR104 | If an incorrect password is used a prompt will appear informing the user of the error and to try again. |  |

## The Player Roster Window Will:

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement statement | Comments |
| FR201 | The window shall display all the currently registered players in a section list |  |
| FR202 | Allow for section of players to edit their forms or profiles |  |
| FR203 | Allow user to logout and go back to login screen |  |
| FR204 | new members will be able to be added by pressing an add new member button |  |
| FR205 | The page will allow to filter between different ages groups and display the members correctly |  |
| FR206 | The page will allow the removal of members |  |

## The Player Profile Window Will:

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement statement | Comments |
| FR301 | The window shall load in all the necessary data from the database |  |
| FR302 | The window will display the currently selected players skills and any comments left by the coach |  |
| FR303 | The window will allow the editing if the correct user is present of any player skills |  |
| FR304 | The window shall allow player comments to be left by the coach |  |
| FR305 | The window shall display a save button which will trigger a function to save all the fields to database |  |
| FR306 | The window shall display back button which will navigate back to roster window |  |

## The Player Form Window Will:

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement statement | Comments |
| FR401 | The window shall load data for selected player and display it in the form window |  |
| FR402 | The window shall allow editing if the correct user type is present |  |
| FR403 | The window shall display a new member button which will clear all fields and allow for new members to be added |  |
| FR404 | The window shall display a back button which will take user back to roster window |  |
| FR405 | The window shall display a save button which will validate all the fields and save data to file |  |

# The Non-Functional Requirements

The page will clearly display on top of the page in bold text “Simply Rugby Login”

The “Simply Rugby” logo will be displayed at the top of the page as well

Each page will have distinct labels to allow ease of use.

The program colours will be followed

* Background colour = White
* Font = Calibri
* Font colour = Black
* Font size = 10-12

The minimum operational Windows 7 hardware specification is –

* OS: Windows 7
* Processor: 2nd generation Core i3 or higher
* Memory: at least 2 GB RAM
* Graphics: DirectX 9 or later
* Network: No broadband connection is required
* Storage: 2 GB available space

The App will run under a Windows 7 Architecture platform

## Training

2 separate training sessions will be provided to the coach and secretary as per requested.

## Support

As discussed with the client in interviews there will be a support window at least once a week to troubleshoot any encountered problems.

## Security Requirements

There will be a password used to log in which will be hidden from plain view to stop anyone looking over the shoulder trying to get unauthorised access.

Since there will be personal data being saved like players names, phone numbers and emails the Data protection act 1998 will have to be strictly followed to make sure all the stored data is stored correctly and safely.

Simply Rugby Signature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Company Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_