**Chapter 3**

**3. Proposed System**

**3.1. Overview**

The system we are going to develop is intended to replace the manual system of inter department club management system in to computerized and making data storage well organized. The existing system mainly provide match related information but our system will provide additional information like players’ profile, current status, etc and these information are easily and timely available for audiences.

**3.2. Functional Requirement**

Functional requirements define what the system supposed to do.

1. Manage users (privileged accounts are granted for players and coaches).

2. Register applicants.

3. Announce applicants who are accepted.

4. Update players’ information.

5. Create schedules.

6. Update schedules.

7. Generate fixtures

8. Create score board

9. Assign Referee

10. Assign Coach

11. Provide information about the entire activity of the Cup accordingly for the users.

* The coach informs training schedules for his players.
* The admin provides schedules of matches and results for the visitors.

**3.3. Non-functional Requirement**

Non-functional requirements define how the system supposed to be.

**A. Usability:** the system should be easy and understandable for users by making the steps as small as possible and simple.

**B. Authentication requirement:** the system allows users to read only without password and username, otherwise authentication is required only authorized users can modify the content.

**C. User Interface requirement:**  should be easy to understand by using familiar and common graphical interface that the user can interact without difficulty.

**D. Error handling requirement:** error will be handled accordingly. Mostly error will occur due to improper use of the system by the users. This kind of error will be handled by making the system to generate error message that describes the cause and possible solutions if possible.

**E. Documentation:** every activity of the development, design, implementation and other processes should be documented for future reference and also maintenance during system failure.

**3.4. System Model**

System modeling is the process of developing abstract models of a system, with each model presenting a different view or perspective of that system. System modeling has generally come to mean representing the system using some kind of graphical notation.