CS251

Software Engineering I

GoFo

Software Design Specifications

Version 1.0

CS251: Phase 2 – <Devs>
Project: <GoFo>

Software Design Specification

Contents

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Prepared by Mostafa Saad and Mohammad El-Ramly V1.0
Edited by Mohamed Samir, Updated to V2.0 by Mohammad El-Ramly 10/4/2020 and V3.0 25/5/2021   **| 2**

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Team

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Document Purpose and Audience

- What is this document

  This document explains the progress of the stadium application process, as it helps players choose the most comfortable stadiums simply through the GoFo application

  The project also targets football players in general, as it provides the easiest and most convenient service and targets stadium owners who face problems with booking dates, accumulations and appointments.

  Therefore, the GoFo application facilitates the process, as it is possible to book the nearest or favorite stadium to you from online with the feature of paying the money online, and it makes it easier for the stadium owners to have the idea of bookings and collecting money from customers

- Target audience to read this document
  - CEO
  - Owner of the project
  - Developers
  - Manager

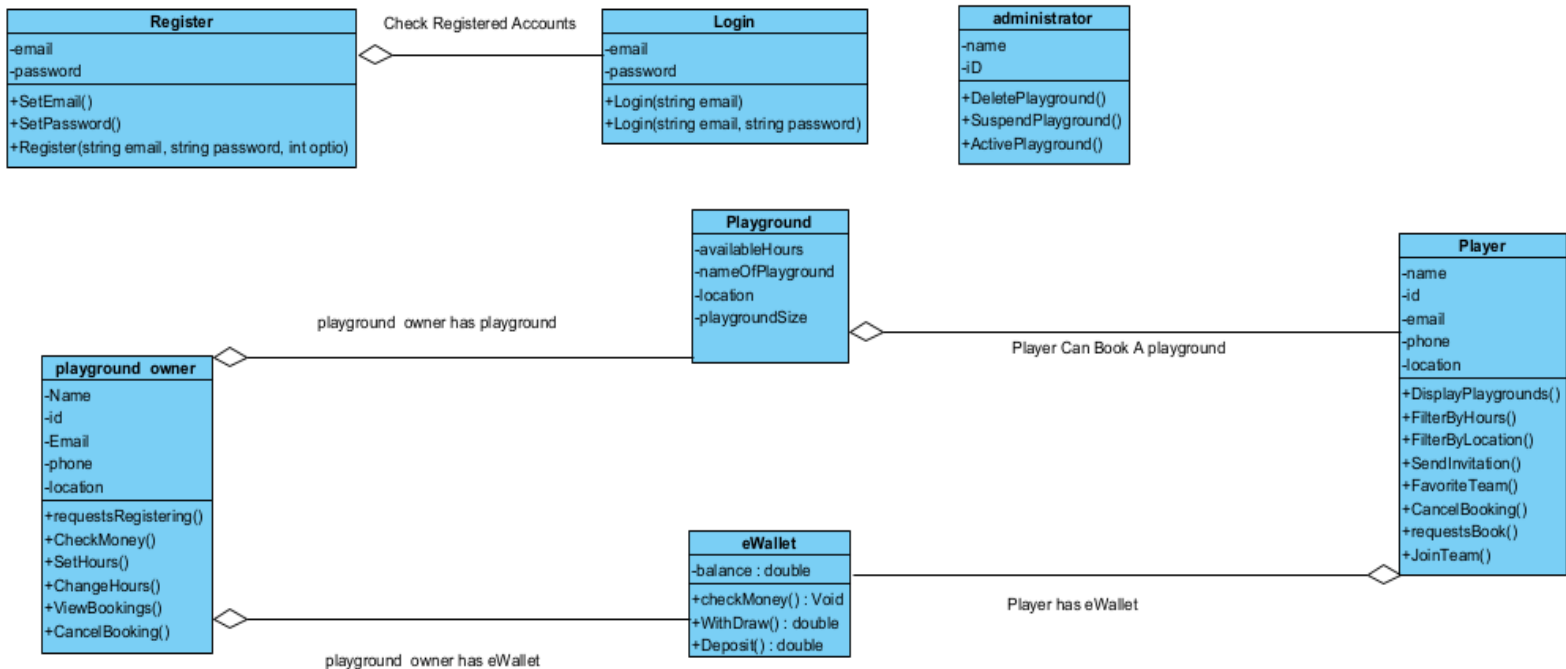**CU – FCAI – CS251 Introduction to Software Engineering – 2020 - Software Design Specifications**
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System Models

I.   Class Diagram(s)

Register
-email
-password
+SetEmail()
+SetPassword()
+Register(string email, string password, int optio)

Check Registered Accounts

Login
-email
-password
+Login(string email)
+Login(string email, string password)

administrator
-name
-iD
+DeletePlayground()
+SuspendPlayground()
+ActivePlayground()

Playground
-availableHours
-nameOfPlayground
-location
-playgroundSize

playground owner has playground

Player Can Book A playground

Player
-name
-id
-email
-phone
-location
+DisplayPlaygrounds()
+FilterByHours()
+FilterByLocation()
+SendInvitation()
+FavoriteTeam()
+CancelBooking()
+requestsBook()
+JoinTeam()

playground owner
-Name
-id
-Email
-phone
-location
+requestsRegistering()
+CheckMoney()
+SetHours()
+ChangeHours()
+ViewBookings()
+CancelBooking()

eWallet
-balance : double
+checkMoney() : Void
+WithDraw() : double
+Deposit() : double

Player has eWallet

playground owner has eWallet

II. Class Descriptions

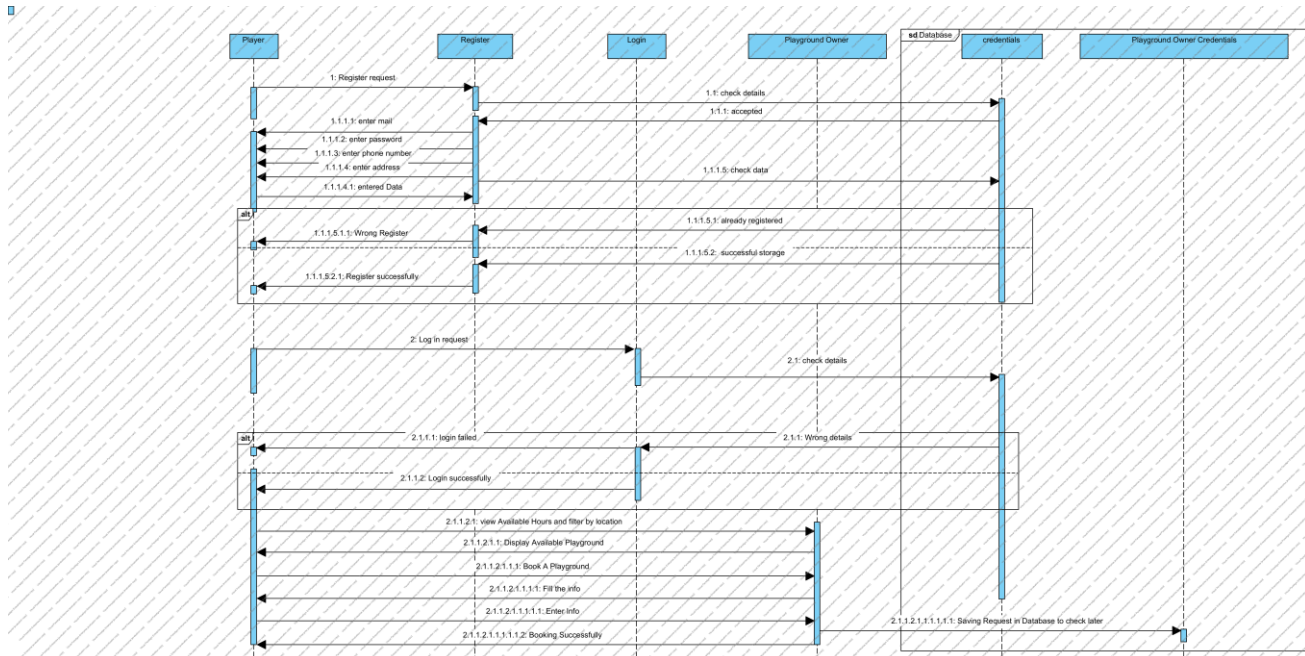| Class ID	Class Name	Description & Responsibility
1.	Player	Has its own operations like book a playground, show their money, create profile And view nearest playground
2.	Register	Write to database by name, email and password, phone, location and their info
3.	Log in	Search in the database by name, email and password and direct the user to his page even if he is admin, player or owner
4.	Playground Owner	Class can create profile, request a playground, change hours available, show its money and requests for booking
5.	Administrator	Has the access to delete or suspend accounts, response to the playground requests
6.	eWallet	Can deposit, withdraw and show user's money
7.	playground	Every owner who want to register playground he take an object from this class And fill its info

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III. Sequence diagrams

Class - Sequence Usage Table

Sequence Diagram	Classes Used	All Methods Used
1. Log in	• Log in • Player	• Check email and password
2. Register	• Register • Player	• Check email if exist don't register, else register
3. Book	• Player • playground Owner • login	• View nearest playground • Display playground with available hours • Fill specs of the playground he wants to book • Book A Playground • Save Request

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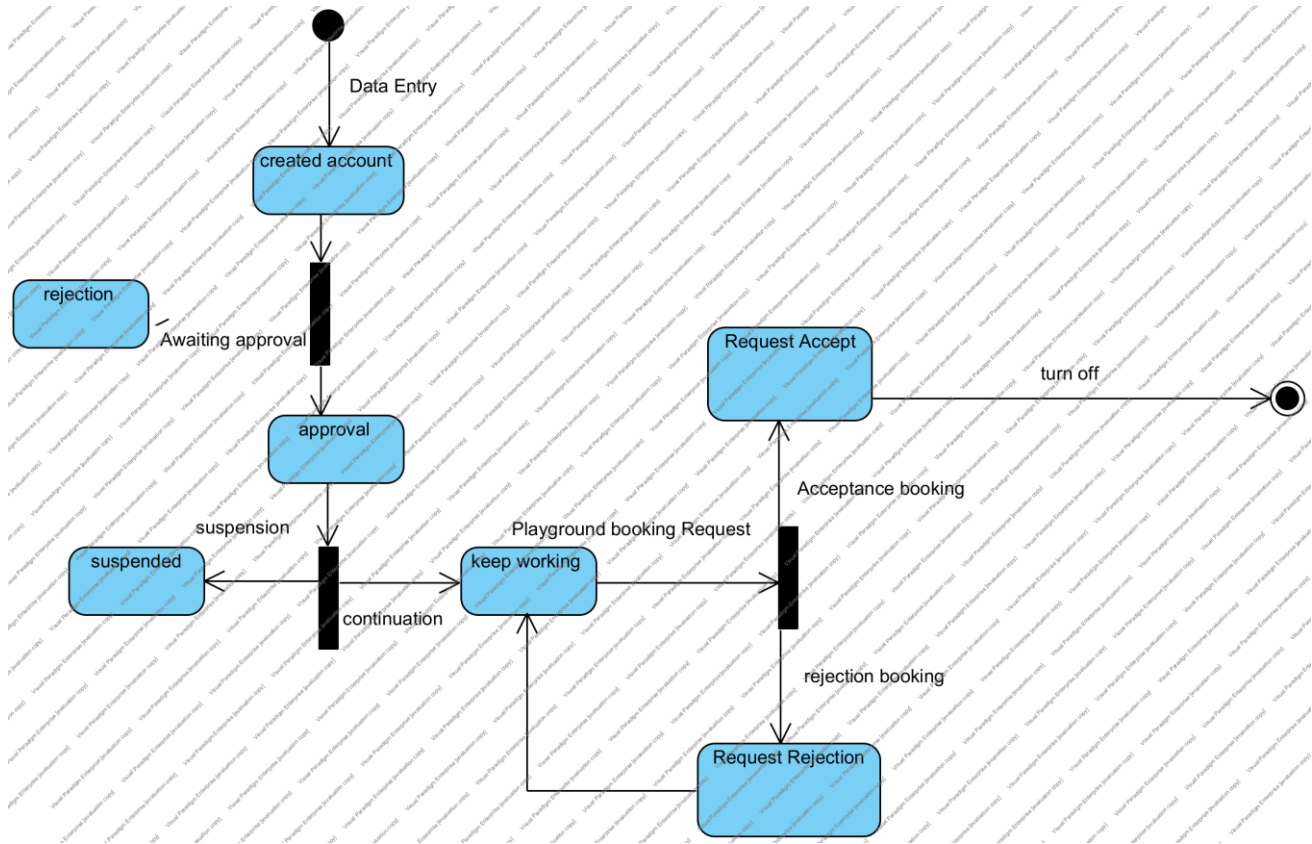
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IV. Sequence diagrams

Tools

- **Visual-Paradigm**

Ownership Report

Owners	Items
Yousef Al Yousef	*Part of class diagram and Document Purpose and Audience*

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Salah Mamdouh	Part of sequence Usage Table and sequence diagram 1
Eslam Khalaf	Sequence diagram 2, 3 and class description

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