Soccer Management System: Deliverable One

October 24, 2015

Team: TEMP_NAME

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Functional Requirements (20):

1. A player must be able to join only one team.
2. A player must join a team before participating in a tournament.
3. The system should inform the players when a goal is scored in one of their matches.
4. The system must show the team's rank compared to the other teams participating in the tournament.
5. The player shall be able to change their player number.
6. The team shall be able to set their avatar.
7. The coach must be able to set the team's name.
8. The coach must be able to set the team's logo.
9. The team must have a name before joining a tournament.
10. The system must allow organizers to create new tournaments.
11. The system must prompt the organizer to choose one format from Round Robin, Knockout, or Round Robin and Knockout Combination.
12. The system must allow the organizer to add, edit, or delete teams from a tournament if it has not started.
13. The system must allow the player to review previous rounds of play.
14. The system must display the current tournament standings.
15. The system must randomize the team listings and order of play.
16. The system must allow the user to access the instructions.
17. The system must inform the user that teams cannot be edited once the tournament has started.
18. The system must allow the user to customize the tournament settings.
19. The system must store the number of wins and losses for each team.
20. The system must allow organizers to keep track of a match's score.

Non-functional Requirements (5):

1. The application must be developed on Android Studio 6.0.
2. The system must be written using android API level 16.
3. The application must be written in java.
4. The application must display changes from the user within 0.5 seconds.
5. The application must be able to store information for at least 100 teams.
6. The application must be available 99% of the time.

Use Cases (3):

1. Use Case Name: Create a Team
   Actors: Coaches
   Goals: To create a team
   Preconditions: Must be logged in as a coach
   Summary: Create a team
   Related Use Cases:

Steps:

Actor Actions	System Responses
1. Click on 'Add a Team'	2. 'New Team' page opens
3. Enter team name	
4. Select logo/display picture	
5. Press 'confirm'	6. 'New Team' page closes, 'Team Info' page opens.

Postconditions: Team is created.

2. Use Case Name: Change Team Display Picture
   Actors: Coaches
   Goals: To change the display picture to a picture from your phone
   Preconditions: Team is created, and must be logged in as a coach
   Summary: Coach uploads a picture from their phone, and sets it as the display picture/logo of their team
   Related Use Cases: 'Create a Team'
   Steps:

Actor Actions	System Responses
1. Click on 'My Teams'	2. Dialog with list of teams that you belong to opens
3. Click on name of the team you want to edit	4. Team info page opens
5. Click on the display picture box	6. Display picture menu appears
7. Choose 'upload from phone'	8. Photo library of phone opens
9. Select picture	
10. Press 'confirm'	11. Photo library dialog closes, selected picture is displayed on display picture menu
12. Press 'update display picture'	13. display picture menu closes
	14. redirects back to team info page

Postconditions: Profile picture is changed.

3. Use Case Name: Enter a Tournament
   Actors: Coaches
   Goals: To enter the team into a tournament
   Preconditions: Team is created, and must be logged in as a coach
   Summary: To register the team into a tournament
   Related Use Cases: 'Create a Team'
   Steps:

Actor Actions	System Responses
1. Click on 'Tournaments'	2. Dialog with list of active (open to registration) tournaments opens
3. Click on name of the tournament that you wish to enter	4. Tournament info page opens
5. Click on 'Register for the Tournament'	6. Registration page opens
7. Choose the team that you wish to enter into the tournament from the drop down list	
8. Select method of payment	
9. Check box agreeing to terms and conditions	
10. Press 'confirm'	11.Dialog with 'You have been successfully registered' pops up
12. Press 'Okay'	13. Dialog closes
	14. Redirects back to main menu

Postconditions: Team is entered into tournament.