

DuelSys inc.
Sport Tournament Manager

User Requirement Document
Version 3.0

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1 Versioning

Version	Description	Date
1.0	Initial release	Monday, May 9th 2022
2.0	<ul style="list-style-type: none">• Add versioning• Add MoSCoW analysis	Friday, June 3rd 2022
3.0	Add extra UC's	Tuesday, June 7th 2022

2 Actors

Our solution, as mentioned by the client, will consist of several features that are divided or shared between certain actors. The application will differentiate between the following actors:

- Administrator
- Staff (sport association)
- Player

2.1 Administrator

The administrator has access to all aspects of the application. They have access to all user data (except for sensitive data like passwords).

2.2 Staff

The staff consists of associates of the sport associations that utilize the application to manage their tournaments. The staff will be able to organize tournaments for their sport association through the application.

2.3 Contestant

Contestants are the players registered to a sport association. Through the website contestants can sign up for tournaments and view their personal info.

3 Functional Requirements

1. **FR-01:** Login to the system
Users should be able to log in on both the website and the Windows application. The accessible features depends on the role of the user's account.
 - (a) **FR-01-C-01:** Only administrators and staff are able to login on the desktop application. Players only have access to the website.
2. **FR-02:** Registering a new account
Only administrators and staff can create new accounts. What kind of account they can create depends on their role.
 - (a) **FR-02-C-01:** Administrators can create every type of account
 - (b) **FR-02-C-02:** Staff can only create new player accounts
3. **FR-03:** Manage tournaments
Staff must be able to manage (create, update, delete, etc.) the tournaments. This includes the following information:
 - The type of sport
 - A description
 - Information about duration (start and end dates)
 - The minimum and maximum amount of players
 - Location information
 - Tournament system informationAfter creating a tournament, players can register themselves for it.
 - (a) **FR-03-C-01:** Only staff can manage tournaments (create, update, delete, etc.)
4. **FR-04:** Registering for participation in tournaments
Any interested player with an account can sign up for a tournament by going to the website, browse through the list of available tournaments, and register themselves for it.
 - (a) **FR-04-C-01:** Only logged in players can sign up for a tournament.
 - (b) **FR-04-C-02:** Registration is only possible if the maximum players hasn't been reached.
 - (c) **FR-04-C-03:** Registration is only possible if the start date of the tournament is more than a week away.

5. **FR-05:** Generate tournament schedule
Staff must be able to generate the tournament's schedule.
 - (a) **FR-05-C-01:** Only generate a schedule once the registration deadline has passed and the minimum amount of players has been met.
6. **FR-06:** Registering match results
After a match has been finished the results must be registered in the system by staff.
 - (a) **FR-06-C-01:** The result should match the scoring system of the relevant sport
7. **FR-07:** Display tournament information and results
Any interested party should be able to fetch the information of any given tournament. The information displayed should contain the following:
 - Tournament information
 - Tournament schedule with all matches between players and, if any, the results of played matches
8. **FR-08:** Support multiple tournament systems
When creating a new tournament, allow staff members to specify what tournament system should be used for the tournament.
9. **FR-09:** Support leader board
In any ongoing tournament any user can retrieve a list of the current player standings in the tournament. The list will be ordered based on their current rank / position in the tournament.

4 Prioritization (MoSCoW)

The priorities for the project are as follows:

Must Haves	<ul style="list-style-type: none">• Tournament manager for staff (creation, viewing, updating, deleting)• Account creation for staff• Generate tournament schedule• Match result registration for staff• Tournament registration for players• Website to allow anyone to view information of any given tournament
Should Haves	<ul style="list-style-type: none">• Support multiple tournament systems• Support leader board for tournaments
Could Haves	<ul style="list-style-type: none">• Support multiple sport types
Won't Haves	<ul style="list-style-type: none">• Player profiles with player statistics• Allow players to challenge other players• Handling ties

5 Use Cases

UC-01	Log in to the desktop / web application
Actor	Administrators, staff
Related FR	FR-01
Pre-condition	<ol style="list-style-type: none">1. Actor has to have an account2. Actor is on the login screen
MSS	<ol style="list-style-type: none">1. Actor fills in the requested credentials2. System validates the given credentials3. System grants access to the application
Ext.	<ol style="list-style-type: none">1. Actor did not fill in the correct credentials<ul style="list-style-type: none">• System displays a message that the credentials were incorrect• Return to MSS step 1

UC-02	Registering a new account
Actor	Administrators, staff
Related FR	FR-02
Pre-condition	<ol style="list-style-type: none"> 1. Actor is logged in as administrator or staff 2. Actor is on the account creation page
MSS	<ol style="list-style-type: none"> 1. Actor enters the required data and confirms 2. System validates the entered information 3. System checks if the entered email isn't taken yet 4. System saves the account information 5. System displays a success message
Ext.	<ol style="list-style-type: none"> 1. The entered input was incomplete or incorrect <ul style="list-style-type: none"> • System displays error message informing the actor that not all information has been (properly) entered • Return to MSS step 1 2. The email address is already taken <ul style="list-style-type: none"> • System displays a message informing the actor that the email address is already taken • Return to MSS step 1

UC-03	Create a new tournament
Actor	Staff
Related FR's	FR-03 & FR-09
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as staff 2. Actor is on the tournament page
MSS	<ol style="list-style-type: none"> 1. Actor enters the required information 2. Actor selects a tournament style 3. Actor confirms entered information 4. System validates the entered 5. System inserts the new tournament 6. System displays a success message
Ext.	<ol style="list-style-type: none"> 1. The entered input was incomplete or incorrect <ul style="list-style-type: none"> • System displays error message informing the actor that not all information has been (properly) entered • Return to MSS step 1

UC-04	Update existing tournament information
Actor	Staff
Related FR	FR-03
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as staff 2. Actor is on the tournament page
MSS	<ol style="list-style-type: none"> 1. Actor selects a tournament from the list view 2. System displays the information of the selected tournament 3. Actor modifies any of the values in the input fields 4. Actor clicks on the update button 5. System validates the entered information 6. System updates the tournament information 7. System displays a success message
Ext.	<ol style="list-style-type: none"> 1. The entered input was incomplete or incorrect <ul style="list-style-type: none"> • System displays error message informing the actor that not all information has been (properly) entered • Return to MSS step 3

UC-05	Update tournament status
Actor	Staff
Related FR	FR-03
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as staff 2. Actor is on the tournament page
MSS	<ol style="list-style-type: none"> 1. Actor selects a tournament from the list view 2. System enables the applicable status buttons 3. Actor clicks on an enabled status buttons 4. The status of the tournament is updated
Ext.	<ol style="list-style-type: none"> 1. The status could not be updated <ul style="list-style-type: none"> • System displays error message informing the actor that the status could not be updated • Return to MSS step 1

UC-06	Delete tournaments
Actor	Staff
Related FR	FR-03
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as staff 2. Actor is on the tournament page
MSS	<ol style="list-style-type: none"> 1. Actor selects a tournament from the list view 2. Actor clicks on the delete button 3. System asks for confirmation 4. Actor confirms deletion 5. System deletes the tournament 6. System displays a success message
Ext.	<ol style="list-style-type: none"> 1. Actor cancels deletion <ul style="list-style-type: none"> • End of MSS

UC-07	Registering for participation in a tournament
Actor	Players
Related FR	FR-04
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as player 2. Actor is on a specific tournament page
MSS	<ol style="list-style-type: none"> 1. Actor clicks on register button under tournament information 2. System checks whether the date is at least a week away from starting 3. System checks for available spots in tournament 4. System registers actor to tournament 5. System displays confirmation message of successful registration
Ext.	<ol style="list-style-type: none"> 1. No spots left in tournament <ul style="list-style-type: none"> • System displays message that there are no more spots open • Return to MSS step 1 2. Date of registration is within a week of start of tournament <ul style="list-style-type: none"> • System displays message that registration is no longer open for selected tournament • Return to MSS step 1

UC-08	Deregistering from tournament
Actor	Players
Related FR	FR-XX
Pre-condition	<ol style="list-style-type: none"> 1. Actor must be logged in as player 2. Actor is on a specific tournament page
MSS	<ol style="list-style-type: none"> 1. Actor clicks on register button under tournament information 2. System checks whether the date is at least a week away from starting 3. System checks for available spots in tournament 4. System registers actor to tournament 5. System displays confirmation message of successful registration
Ext.	<ol style="list-style-type: none"> 1. Actor is not registered to tournament <ul style="list-style-type: none"> • System displays message that they are not registered. • Return to MSS step 1

UC-09	Generate tournament schedule
Actor	Staff
Related FR	FR-05
Pre-condition	<ol style="list-style-type: none"> 1. Actor logged in as staff 2. Actor is on tournament page 3. Tournament doesn't already have a schedule
MSS	<ol style="list-style-type: none"> 1. Actor clicks on "Generate Schedule" button 2. System checks if tournament can be started 3. System disables registrations for tournament 4. System generates tournament schedule 5. System displays success message
Ext.	<ol style="list-style-type: none"> 1. Tournament start check failed <ul style="list-style-type: none"> • System displays error message that details error • End of MSS

UC-10	Registering match results
Actor	Staff
Related FR	FR-06
Pre-condition	1. Actor must be on match page
MSS	<ol style="list-style-type: none"> 1. Actor enters results 2. Actor confirms results 3. System saves results 4. System displays success message
Ext.	<ol style="list-style-type: none"> 1. The entered input was incomplete or incorrect <ul style="list-style-type: none"> • System displays error message informing the actor that not all information has been (properly) entered • Return to MSS step 1

UC-11	Display tournament information, results, and leader board
Actor	Everyone
Related FR's	FR-07 & FR-10
Pre-condition	1. Actor is on tournament listings page
MSS	<ol style="list-style-type: none"> 1. Actor clicks on a tournament 2. System requests the selected tournament's information 3. System obtains the selected tournament's information 4. System displays the requested information