**USER REQUIREMENT SPECIFICATION: Tournament**



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# **REQUIREMENTS**

M – Must have C – Could have W – Will not have

* Non-Functional (NFR)
* NFR-01: Maintainable and extendable (M)
* NFR-02: Bug Free Solution (M)
* NFR-03: Secure Software (M)
* Functional (FR)
* FR-01: Administer Users Accounts (M)
* FR-02: Administer Teams (M)
* FR-03: Administer Players (M)
* FR-04: Administer Tournaments (M)
* FR-05: Administer Matches (M)

# **USE CASES**

**UC-01: Login the app**

Reference Point: NFR-03

Actor: User

Main Success Scenario:

1. Actor opens the app
2. Actor sees the login screen and is asked to enter a username and password
3. Actor enters their username and password and clicks on the confirm button
4. The app verifies the entered credentials, logs the user in, and loads the app.
5. End of use case

Extensions:

4a. Actor forgot to fill in one or more fields

4.1. The app displays a message indicating the missing information

4.2. End of use case

4b. Actor entered incorrect credentials

4.1. App displays a message indicating incorrect credentials

4.2. End of use case

**UC-02: Create a new account**

Reference Point: FR-01

Actor: User

Main Success Scenario:

1. Actor navigates to the Create Account section
2. Actor enters the required information and clicks on the confirm button
3. The app saves the new account information in the system
4. End of use case

Extensions:

3a. Actor forgot to fill in one or more fields

3.1. The app displays a message indicating the missing information

3.2. End of use case

4b. Actor enters a username that is already in use

4.1. The app displays a message indicating that the username is already taken

4.2. End of use case

**UC-03: Edit user**

Reference Point: FR-01

Actor: Admin

Pre-Condition: The admin must be logged in

Main Success Scenario:

1. Actor navigates to the User section
2. The application displays the list of users
3. Actor selects a user from the list and confirms the selection
4. The app displays the selected user's details
5. Actor makes changes to the user's details and confirms the changes
6. The app saves the updated user information in the system
7. End of use case

Extensions:

3a. Actor has not selected a user to edit

3.1. The app displays a message indicating that a user has not been selected

3.2. End of use case

6a. Actor forgot to fill in one or more fields

6.1. The app displays a message indicating the missing information

6.2. End of use case

**UC-04: Remove user**

Reference Point: FR-01

Actor: Admin

Pre-Condition: The admin must be logged in

Main Success Scenario:

1. Actor navigates to the User section
2. The application displays the list of users
3. Actor selects the user to be removed and confirms the removal
4. The app removes the selected user from the system
5. End of use case

Extensions:

4a. Actor has not selected a user to remove

4.1. The app displays a message indicating that a user has not been selected

4.2. End of use case

**UC-05: Add team**

Reference Point: FR-02

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Teams section
2. The application displays the list of teams
3. Actor initiates the team creation process
4. Actor enters the required team details and confirms the details
5. The app saves the new team information in the system
6. End of use case

Extensions:

4a. Actor left at least one of the required fields empty

4.1. The app displays a message indicating the missing information

4.2. End of use case

4b. Actor has added an existing team

4.1. The app displays a message indicating that the team already exists

4.2. End of use case

**UC-06: Edit team**

Reference Point: FR-02

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Teams section
2. The application displays the list of teams
3. Actor selects a team from the list and confirms the selection
4. The app displays the selected team's details
5. Actor makes changes to the team's details and confirms the changes
6. The app saves the updated team information in the system
7. End of use case

Extensions:

3a. Actor has not selected a team to modify

3.1. The app displays a message indicating that a team has not been selected

3.2. End of use case

6a. Actor forgot to fill in one or more fields

6.1. The app displays a message indicating the missing information

6.2. End of use case

**UC-07: Remove team**

Reference Point: FR-02

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Team section
2. The application displays the list of teams
3. Actor selects the team to be removed and confirms the removal
4. The app removes the selected team from the system
5. End of use case

Extensions:

4a. The actor has not selected a team to remove

4.1. The app displays a message indicating that a team has not been selected

4.2. End of use case

**UC-08: Add player**

Reference Point: FR-03

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Player section
2. The application displays the list of players
3. Actor initiates the creation of a new player
4. Actor enters the player details and confirms the details
5. The app saves the new player information in the system
6. End of use case

Extensions:

4a. Actor left at least one of the required fields empty

4.1. The app displays a message indicating the missing information

4.2. End of use case

4b. Actor has added a player that already exists

4.1. The app displays an information box stating that the player already exists

4.2. End of use case

**UC-09: Edit player**

Reference Point: FR-03

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Player section
2. The application displays the list of players
3. Actor selects a player from the list and confirms the selection
4. The app displays the selected player's details
5. Actor makes changes to the player's details and confirms the changes
6. The app saves the updated player information in the system
7. End of use case

Extensions:

3a. Actor has not selected a player to modify

3.1. The app displays a message indicating that a player has not been selected

3.2. End of use case

6a. Actor forgot to fill in one or more fields

6.1. The app displays a message indicating the missing information

6.2. End of use case

**UC-10: Remove player**

Reference Point: FR-03

Actor: Admin

Pre-Condition: The admin must be logged into the system

Main Success Scenario:

1. Actor navigates to the Player section
2. The application displays the list of players
3. Actor selects the player to be removed and confirms the removal
4. The app removes the selected player from the system
5. End of use case

Extensions:

4a. The actor has not selected a player to remove

4.1. The app displays a message indicating that a player has not been selected

4.2. End of use case

**UC-11: Add tournament**

Reference Point: FR-04

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Tournament section
2. The application displays the list of tournaments
3. Actor initiates the creation of a new tournament
4. Actor enters the tournament details and confirms the details
5. The app saves the new tournament information in the system
6. End of use case

Extensions:

4a. Actor left at least one of the required fields empty

4.1. The app displays a message indicating the missing information

4.2. End of use case

4b. Actor has added a tournament that already exists

4.1. The app displays an information box stating that the tournament already exists

4.2. End of use case

**UC-12: Edit tournament**

Reference Point: FR-04

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Tournament section
2. The application displays the list of tournaments
3. Actor selects a tournament from the list and confirms the selection
4. The app displays the selected tournament's details
5. Actor makes changes to the tournament's details and confirms the changes
6. The app saves the updated tournament information in the system
7. End of use case

Extensions:

3a. Actor has not selected a tournament to modify

3.1. The app displays a message indicating that a tournament has not been selected

3.2. End of use case

6a. Actor forgot to fill in one or more fields

6.1. The app displays a message indicating the missing information

6.2. End of use case

**UC-13: Remove tournament**

Reference Point: FR-04

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Tournament section
2. The application displays the list of tournaments
3. Actor selects the tournament to be removed and confirms the removal
4. The app removes the selected tournament from the system
5. End of use case

Extensions:

4a. The actor has not selected a tournament to remove

4.1. The app displays a message indicating that a tournament has not been selected

4.2. End of use case

**UC-14: Add match**

Reference Point: FR-05

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Match section
2. The application displays the list of matches
3. Actor initiates the creation of a new match
4. Actor enters the match details and confirms the details
5. The app saves the new match information in the system
6. End of use case

Extensions:

4a. Actor left at least one of the required fields empty

4.1. The app displays a message indicating the missing information

4.2. End of use case

4b. Actor has added a match that already exists

4.1. The app displays an information box stating that the match already exists

4.2. End of use case

**UC-15: Edit match**

Reference Point: FR-05

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Match section
2. The application displays the list of matches
3. Actor selects a match from the list and confirms the selection
4. The app displays the selected match's details
5. Actor makes changes to the match's details and confirms the changes
6. The app saves the updated match information in the system
7. End of use case

Extensions:

3a. Actor has not selected a match to modify

3.1. The app displays a message indicating that a match has not been selected

3.2. End of use case

6a. Actor forgot to fill in one or more fields

6.1. The app displays a message indicating the missing information

6.2. End of use case

**UC-16: Remove match**

Reference Point: FR-05

Actor: User

Pre-Condition: The user must be logged into the system

Main Success Scenario:

1. Actor navigates to the Match section
2. The application displays the list of matches
3. Actor selects the match to be removed and confirms the removal
4. The app removes the selected match from the system
5. End of use case

Extensions:

4a. The actor has not selected a match to remove

4.1. The app displays a message indicating that a match has not been selected

4.2. End of use case