

Problem Statement

The current situation

- The client wishes to build a system to organize a basketball tournament. No system is currently in place.

The objectives

- The initial objective is to build a system that has a mobile app front end (Android/iOS) which allows people to sign up for tournaments, assemble teams and pay registration fees.

The functionality the new system should support

- Users should be able to log in (via Facebook or directly).
- The front end must be able to send push notifications.
- Users must be able to choose the State and City for their tournament.
- Users must be able to select a team type. (Corporate or Standard)
- Each “Player” must submit the following:
 - First Name, Last Name, Address, email, date of birth, and phone number.
- Each user must accept the “Terms and Conditions” before registration is finalized.
- Players should be able to create teams, join existing teams, register for tournaments, and pay fees.

The environment in which the system will be deployed

- This front end must be available in iOS and Android. The client has no expectations for the backend.

Deliverables expected by the client

- Requirements Elicitation Document
- Fully functional final product.

Delivery dates

- The system is to be delivered by August 1, 2014.

Acceptance criteria

- The system will be considered “accepted” once it has been deployed for a period of 2 weeks.