Golfer SRE

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CSC 491 Project

1. INTRODUCTION

Purpose

The purpose of Golfer is to simplify and enhance the experience of golf enthusiasts by creating a mobile application that allows users to seamlessly manage golf scorecards, golfers, handicaps, and golf game setups. The primary goal of this application is to streamline and expedite the process of organizing golf games and determining extra strokes for players, reducing the time and effort required while minimizing the potential for errors.

Intended Audience

Golfer will be designed with a specific set of intended audiences in mind. Golf enthusiasts, amateur golfers. And golf course operators. Golfer will be designed to be user-friendly, catering to a diverse audience of golfers, from novices to seasoned players.

Intended Use

Golfer is intended to simplify the management of golf-related activities, specifically golf game setup, calculation of extra strokes per player, and persistent data management.

Scope

The scope of this application is keeping gameplay scores with variables like handicaps.

2. SYSTEM FEATURES AND REQUIREMENTS

Functional Requirements

- Game Creation
  - Create/Edit/Delete Players
    - The user will need to have the ability to create, edit, and delete players.
    - Each player must have a name, handicap index, & an ID.
  - Course Selection / Creation
    - The user will need to have the ability to select a course to play on from a default list of pre-generated courses.
    - The user will also need the ability to create a course if the course they wish to play on isn't already on the list.
- Game Play
  - Score Card

- The application will need to be able to create a scorecard with up to 4 players for a given course.
- The user will need to have the ability to enter a score per player per hole.
- The application should take into account things like the handicap rules.
- Game Advancement / Completion
  - The user will need to be able to move from hole to hole while playing the game.
  - The user will need the ability to complete a game at any point in the game.
- Persist Data
  - Games
    - The application will need to be able to save old games as well as old scores for those games. This will allow a user to see previously played games etc
  - Players
    - The application will need the ability to save and load players between app launches. This way the user can keep their history during gameplay.
  - Courses
    - The application will need to be able to handle loading custom courses the user has added.

UI Requirements

- Start Screen
  - The start screen will be a simple splash screen that will run before a user selects to start a game.
- Game Creation
  - Player Selection
    - There will need to be an area for picking up to 4 players per game
    - The user will need a search bar to be able to look up a player quickly by name
    - The user should have the option to create a new player
  - Course Selection
    - There will need to be a selection for choosing a course to play on
    - The user will need a search bar to be able to look up a course quickly by name
    - A user should also have the option to create a new course
- Game Play
  - The user will need to be able to advance through the holes of the course the user is playing on
  - At each hole, the user should be able to enter a score for a player
  - There should be an easy way to complete the game or back out of a game
  - The user should be able to view the scorecard as it stands at any point
- Player Creation
  - There will need to be a UI for a user to create a new player
  - The new player will need a field for a name & a possible handicap index to get started
- Course Creation

- The user will need to have access to UI to create a custom course
- This must include fields like
  - Name
  - Hole count
  - Handicap index values for the course