

Functional Specification

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# Introduction

The Baseball roster program is designed to allowing users to sign up and give contact information to their coaches, and to allow users and administrators to view the information. The purpose of this document is to describe the scope and needs of the program.

# Solution Overview

|  |  |  |  |
| --- | --- | --- | --- |
| **Contents ID** | **Requirement ID** | **User Type** | **Requirement** |
| 4.1 | R1 | Player/Admin | Individual needs to be able to add their personal information to the roster |
| 4.2 | R2 | Player/Admin | Individual needs to be able to request team name (or blank) |
| 4.3 | R3 | Player/Admin | Individual needs to be able to request position/alt position |
| 4.4 | R4 | Player/Admin | Individual needs to be able to enter and save personal information |
| 4.5 | R5 | Player/Admin | Individual needs to be able to edit personal information after entry is complete |
| 4.6 | R6 | Player/Admin | Individual needs to be able to see information for other players (except email) |
| 4.7 | R7 | Admin | Admin needs to be able to see all player information including email addresses |
| 4.8 | R8 | Admin | Admin needs to be able to add / Delete teams |

## Out of Scope

* There will be no be no way for users to contact each other through the software.
* There will be no way for the user to view another person’s email.
* Once created, a team will not be delete-able (other than through the actual SQL Server)
* There will be no other languages in the program aside from English, as the program was designed for CONUS use.
* There will be no password retrieval system in this application. Users will have to contact the Team Captain to have him remove them. Then they will need to re-register to change their password.

## Assumptions and Dependencies

Assumptions:

* Users understand English, as this is the only language the program has to offer
* Users will have access to the program.
* Users will know what team they are signing up for.
* Team Captains have at minimum a base level of understanding of Softball/Baseball (required for position allocations)
* Team Captains will manage their teams so as to ensure no duplicates and deleting unnecessary entries.
* Team Captains will have access to an external email program to conduct email notifications.

Dependencies:

* Admin and Users will have access to the internet
* Requires a Windows based OS.
* Verification email is sent and sometimes arrives in the junk email. It is upon the team captains to communicate this to his players so they are aware and can activate their emails.

## High Level Conceptual Design

This program will use a SQL database on the back end of things to keep track of all the users and their data.

The front end will we a simple WPF program that displays the data of the entire team with emails for the admin and the entire team minus the emails for the users.

Each user (whether they are a team member or team captain) will log into the application at the beginning and the system will use the Data base to determine whether that user is an admin or a user.

As user they will be able to view their status (whether or not they were accepted for a role or not), view their team, and edit their some personal information.

As an admin, they will have rights to view team, accept a user onto the team (for a specific position), edit their team, edit their personal info, and create a team. Using the WPF system, should help transition this app to other platforms.

# System Context/Overview

## Data Flow

The Data Flow for “Bases Loaded” flows between the User Interface and the Microsoft Azure SQL Database hosted through azure services and back to the User Interface.

## Supported Platforms

This is a Windows Desktop App. Working to expand to .ASP for web browsing capabilities.

# System Features

Bases Loaded has two main features; team management and user verification. Each of these features are separated into separate roles; the first role being that of the admin/team Captain. The second, that of a user/team player.

## Functional Area #1: Register Data

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R1 | Individual needs to be able to: Add their personal information to the roster |

-Users can submit their data to the DB as a request to be added to the roster. The team captains must approve it for them to be added to the Roster

-This information on register window will include:

|  |  |
| --- | --- |
| Field | Required |
| First Name | Yes |
| Last Name | Yes |
| Address | No |
| Address2 | No |
| City | No |
| State | No |
| Zip | No |
| Phone | No |
| Gender | No |
| Email | Yes |
| Position (dropdown) | Yes |
| Alt Position (dropdown) | Yes |
| Alt Position 2 (dropdown) | No |
| Team (dropdown) | No |
| User Type (checkbox) | Yes |
| Password/Confirm Password | Yes |

* After registering, users will be placed in a pending status, No team, or Team that will reflect on their dashboard depending on if they selected a team or if the team captain has approved the user to be on the team or not.
* If user is denied a position on the team, the team captain will be responsible for communicating that to the user as to why. (If possible a default message will be sent telling user they were denied)

### User Role

This feature is available for all users and required to log into the Bases Loaded application.

## Functional Area #2 – Request team

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R2 | Individual needs to be able to: Request team name (or blank) |

This information will include:

* Team is selected from the Team dropdown list while adding the player
* If field is left blank, users will have to apply for team once logged in
* This field can be modified
* This is a not a required field
* Team Captains/Admins will have the ability to create teams once logged in

### User Role

This feature is available to all users

## Functional Area #3 – Request position/alternate position

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R3 | Individual needs to be able to: Request position/alternate position |

This information will include:

* Position is selected from the Position and Alternate Positions dropdown lists while adding the player
* This field can be modified
* This is not a required field
* Users cannot select the same position for position and alt position.

### User Role

This feature is available to all users

## Functional Area #4 – Enter and save personal information

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R4 | Individual needs to be able to: Enter and save personal information |

* This process will happen during registration in Functional Area #1.
* The email used in the registration process is the same as the log in email.

### User Role

This feature is available to all users once they are logged in

## Functional Area #5 – Edit personal information

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R5 | Individual needs to be able to: Edit personal information after entry is complete |

The editable information will include:

|  |  |
| --- | --- |
| Field | Required |
| First Name | Yes |
| Last Name | Yes |
| Address | No |
| Address2 | No |
| City | No |
| State | No |
| Zip | No |
| Phone | No |
| Gender | No |
| Email | Yes |
| Team (dropdown) | No |

* Note that the email used is also the login email.
* Note that if they chose another team, they will then be placed in pending status until that team captain approves the player.

**User Role**

This feature is available to all users

## Functional Area #6 – See information for other players

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R6 | Individual needs to be able to: See information for other players (except email) |

The information that will be available to the players will include:

|  |  |
| --- | --- |
| Field | Can be viewed by all users |
| First Name | Yes |
| Last Name | Yes |
| Address | No |
| Address2 | No |
| City | Yes |
| State | Yes |
| Zip | No |
| Phone | No |
| Gender | No |
| Email | No |
| Position | Yes |
| Alt Position | Yes |
| Alt Position 2 | No |
| Team | Yes |

### User Role

This feature is available to all users

## Functional Area #7 – Admin to see player email

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R7 | Admin needs to be able to: See all player information including email addresses |

The information that will be available to the players will include:

|  |  |
| --- | --- |
| Field | Can be viewed by all users |
| First Name | Yes |
| Last Name | Yes |
| Address | Yes |
| Address2 | Yes |
| City | Yes |
| State | Yes |
| Zip | Yes |
| Phone | Yes |
| Gender | Yes |
| Email | Yes |
| Position | Yes |
| Alt Position | Yes |
| Alt Position 2 | Yes |
| Team | Yes |

### User Role

This feature is available to Admin Users only

## Functional Area #8 – Admin to add / delete teams

|  |  |
| --- | --- |
| **Requirement ID** | **Requirement** |
| R8 | Admin needs to be able to: Add / Delete teams |

Team Captains will have to access the Azure SQL Services to delete a team.

This information will include:

* Team Name

### User Role

This feature is available to Admin Users only

## Overview of Screens

* Screen List and Descriptions
* Screen Workflow
* Screen Performance Expectations (response times/user times)

### Screen Definition, Screen # 1

[Repeat this section as many times as needed, to cover all screens for this functional area listed above.]

|  |  |
| --- | --- |
| Title | The Title of This Screen |
| Navigation to Screen | The Main Menu – My…. |
| Navigation Bar Title | My Page…. |
| Security/Role of User(s) | Partner |

### Screen Overview

Include a description of what can be done on this screen and/or why a user would come to this screen.

<<Begin text here>>

### Screenshot/Mock-Up

Include a mock up to represent the contents of and general layout of the screen.

<<Insert here>>

### Screen Field Definitions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Field Name | Field Type | Len | Format | Validation | Placement | Description |
| Field 1 | Text, Integer, List Box, Dropdown box, Text Area, Hyperlink | 50 | n/a | Valid Values are: Red, Yellow, Blue. | As Shown | Add rows to this table as needed. |
|  |  |  |  |  |  |  |

### Screen Specific Use Cases (if necessary)

Provide screen-specific use cases as necessary to communicate user interaction with system and system behavior.

<<Begin text here>>

### Screen Specific Business Rules/Performance Expectations (if necessary)

Provide screen-specific business rules/performance expectations (user times, system response times) as necessary to communicate user interaction with system and system behavior.

<<Begin text here>>

### Screen Definition, Screen # 2

[Repeat this section as many times as needed, to cover all screens for this functional area listed above.]

|  |  |
| --- | --- |
| Title | The Title of This Screen |
| Navigation to Screen | The Main Menu – My…. |
| Navigation Bar Title | My Page…. |
| Security/Role of User(s) | Partner |

### Screen Overview

Include a description of what can be done on this screen and/or why a user would come to this screen.

<<Begin text here>>

### Screenshot/Mock-Up

Include a mock up to represent the contents of and general layout of the screen.

<<Insert here>>

### Screen Field Definitions

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Field Name | Field Type | Len | Format | Validation | Placement | Description |
| Field 1 | Text, Integer, List Box, Dropdown box, Text Area, Hyperlink | 50 | n/a | Valid Values are: Red, Yellow, Blue. | As Shown | Add rows to this table as needed. |
|  |  |  |  |  |  |  |

### Screen Specific Use Cases (if necessary)

Provide screen-specific use cases as necessary to communicate user interaction with system and system behavior.

<<Begin text here>>

### Screen Specific Business Rules/Performance Expectations (if necessary)

Provide screen-specific business rules/performance expectations (user times, system response times) as necessary to communicate user interaction with system and system behavior.

<<Begin text here>>

### Error Handling

Tooltip error messages will display to the end-user if data is entered improperly, a process could not complete or an error occurs in the program.

# Security, Privacy, Accessibility, & Disaster Recovery

## Security

Bases Loaded has no significant security protocols other than the Security of email address in which will be handled through Azure SQL services with a login / password combination.

## Privacy

Email address will be exposed to Administrator only.

## Internationalization

### Globalization

There is no plan for expanding this application outside the US.

### Localization

### Languages

|  |  |  |
| --- | --- | --- |
| **Language** | **Country** | **Culture Code (e.g., en-US)** |
| **English** | **USA** | **En-US** |

1. Glossary/ Definitions

Below is a list of common terms and their definitions that are used throughout this document:

| Term | Definition |
| --- | --- |
|  |  |
|  |  |
|  |  |

1. Related Documents/References

| Document | Document Location |
| --- | --- |
| Vision and Scope |  |
|  |  |
|  |  |

1. Document Change History

| Version No. | Date | Name (Alias) | Description of Change |
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1. Review and Sign-off

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| C:\Users\v-brm\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.Outlook\2026E86O\ITLC Logo Design v3 - IT Green 01.png | Functional Specification  Review and Sign-off |

Sign-off of this ITLC deliverable certifies that the scope and impact of the content and/or results contained herein is fully understood and that all required information is present and of sufficient quality based on the needs and responsibilities of the individual approvers.

Project Name or Application Version: Bases Loaded v0.3

**Document Sign-off**

*<<Insert or remove sign-off roles as appropriate based on project scope. Note, that all impacted stakeholders and core team members as well as security, privacy, and architecture teams should be considered when appropriate>>*

|  |  |  |  |
| --- | --- | --- | --- |
| Role | Name | Response (Approve/Reject) | Date |
| Program Manager (PGM) | Joe Maybee |  |  |
| Development Lead (DEV) | Jeffrey Shaw |  |  |
| Service Engineer (SE) | Mark Switzer |  |  |
| Service Engineer (SE) | Glen Hammer |  |  |
| Service Engineer (SE) | Arjun Bajracharya |  |  |
| Service Engineer (SE) | William Watkins |  |  |
| Service Engineer (SE) | Rafael Roett |  |  |

\*\* NOTE – ISRM-ACE only needs to review and sign-off this document if the outcome of ITLC task #184 (Perform a Streamlined Risk Assessment) results in a full-service security review of the application or service.

**Sign-off Instructions**

Attach this document to an email and use Approve/Reject voting buttons to collect all sign-off responses via reply emails. Investigate and resolve rejections and obtain approval for any exceptions from the Deliver Manager. Store and archive all responses and exceptions along with this document in the project’s information repository at project close. VSTF or SharePoint can also be used for approval tracking instead of voting email.

If this deliverable does not apply to the project due to scope, document this fact in the appropriate phase gate review materials so it can be recorded and acknowledged as part of the ITLC phase gate sign-off process.