Software Requirements Specification

for

Let’s Bet

Version 1.0

Prepared by

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Contents

Revisions

Version	Primary Author(s)	Description of Version	Date Completed
1.0	Raghav Ramachandran, Ayush Kothari, Jyan Jain	Initial version of SRS.	09/02/24

1 Introduction

"Let's Bet" is a dynamic cricket fantasy league application designed to engage users in the excitement of cricketing action. With seamless user registration and profile management functionalities, the app offers a personalized experience for every user, facilitating quick access to the world of cricket fantasy leagues.At its core, "Let's Bet" features a standout Fantasy Sport Contest module that empowers users to curate dream teams and compete based on the real-life performances of cricketing icons. This feature allows users the freedom to select players from various leagues and tournaments, creating a deeply immersive and personalized experience.Moreover, "Let's Bet" provides users with comprehensive player statistics, including batting averages, bowling figures, and fielding performances, enabling informed decisions when assembling fantasy teams and enhancing strategic depth and engagement.The app's Live Scoring functionality ensures users stay updated with real-time match updates and player performances, adding excitement and immediacy to the cricketing experience. Additionally, integrated Chat and Community features foster lively discussions, sharing of insights, and friendly competition among cricket enthusiasts, enhancing the overall social experience.Furthermore, "Let's Bet" facilitates easy Contest Joining and Management, enabling users to participate in a variety of contests and leagues. Whether joining public competitions or creating private leagues among friends, users have ample opportunities to showcase their cricketing prowess and vie for glory."Let's Bet" seeks to redefine the cricket fantasy league experience by offering an intuitive interface, real-time updates, and dynamic community engagement. It serves as the ultimate destination for cricket aficionados, providing a platform to elevate their viewing experience, test their cricketing knowledge, and indulge their passion for the game.

1.1 Document Purpose

"Let's Bet" is more than just a cricket fantasy league app; it's a vibrant community hub and immersive platform that redefines the cricketing experience. With seamless user registration and personalized profile management, it offers quick access to cricket fantasy leagues. At its core, the Fantasy Sport Contest module empowers users to create dream teams based on real player performances, fostering deep engagement with the game. Beyond traditional fantasy leagues, "Let's Bet" provides comprehensive player statistics, real-time match updates via Live Scoring, and interactive Chat and Community features. Whether joining public contests or private leagues, users can easily manage their participation, showcasing their cricketing skills. Ultimately, "Let's Bet" aims to be the go-to destination for cricket fans, offering an intuitive interface, dynamic community engagement, and real-time updates that enhance the cricket viewing experience and foster a passionate fan community.

1.2 Product Scope

The product scope of "Let's Bet" encompasses a comprehensive cricket fantasy league platform designed to provide users with a rich and immersive experience. It includes features such as user registration and profile management, fantasy sport contest creation, team assembly based on real-life player performances, comprehensive player statistics, live scoring updates, integrated chat and community features, and intuitive contest joining and management functionalities. "Let's Bet" aims to cater to cricket enthusiasts by offering a

user-friendly interface, dynamic community engagement, and real-time updates, fostering a lively environment for users to enjoy and participate in cricket fantasy leagues while showcasing their knowledge and skills in a competitive yet friendly setting.

1.3 Intended Audience and Document Overview

The intended audience for the "Let's Bet" cricket fantasy league application includes cricket enthusiasts, sports fans, developers, project managers, marketing staff, testers, and documentation writers. "Let's Bet" serves as a dynamic and immersive platform designed to revolutionize the cricketing experience. It offers seamless user registration and profile management, empowering users to create personalized accounts and participate in cricket fantasy leagues. At its core, the application features a standout Fantasy Sport Contest module, allowing users to assemble dream teams based on real-life player performances, fostering deep engagement with the game. Additionally, "Let's Bet" provides comprehensive player statistics, real-time match updates through Live Scoring, and integrated Chat and Community features for interactive discussions and friendly competition among cricket enthusiasts. With easy contest joining and management functionalities, the application aims to redefine the cricket fantasy league experience, providing an intuitive interface, dynamic community engagement, and real-time updates that enhance the overall cricket viewing experience.

1.4 Definitions, Acronyms and Abbreviations

- SRS: Software Requirements Specification - A document that outlines the requirements and specifications for the software application.
- UI: User Interface - The visual elements and layout that users interact with when using the application.
- API: Application Programming Interface - A set of rules and protocols that allow different software applications to communicate with each other.
- SQL: Structured Query Language - A programming language used for managing and manipulating databases.
- UX: User Experience - The overall experience and satisfaction that users have when interacting with the application.
- QA: Quality Assurance - The process of ensuring that the application meets quality standards and performs as expected.
- CI/CD: Continuous Integration/Continuous Deployment - Practices that involve continuously integrating code changes into the main codebase and deploying them to production environments.
- HTTPS: Hypertext Transfer Protocol Secure - A protocol for secure communication over a computer network.
- JSON: JavaScript Object Notation - A lightweight data-interchange format that is easy for humans to read and write, and easy for machines to parse and generate.
- URL: Uniform Resource Locator - A reference to a web resource that specifies its location on a computer network.

1.5 Document Conventions

The following conventions were followed while creating the document:

- We have used the IEEE standards for document formatting. Academic Year: 2023_24

Overall Description:

- The font used is Arial, font size for title is 14 and font size for text is 12.
- Italics have been used for comments.
- 1” margin has been maintained throughout the document.
- The text is single spaced.

1.6 References and Acknowledgments

These are some of the references:

1. Dream 11s official website: Dream11
2. Cricbuzz official website: Cricbuzz
3. Fancode official website: Fancode

2 Overall Description

2.1 Product Perspective

The product perspective of the "Let's Bet" cricket fantasy league application involves considering its place within the broader context of the market and its relationship with other systems and stakeholders. From a product perspective:

Market Positioning: Understanding where "Let's Bet" stands in relation to other cricket fantasy league applications is crucial. Analyzing competitors, identifying unique selling points, and addressing market gaps ensure that the product meets user needs effectively.

Integration with External Systems: "Let's Bet" may need to integrate with external systems such as payment gateways for transactions, APIs for real-time match data, or social media platforms for user engagement. Ensuring seamless integration enhances the user experience and functionality of the application.

Scalability and Growth: As the user base grows, "Let's Bet" must be able to scale its infrastructure and accommodate increasing demand without compromising performance or user experience. Planning for scalability from the outset prevents issues as the application expands.

Regulatory Compliance: Compliance with relevant regulations and industry standards, particularly regarding user data privacy and security, is essential. "Let's Bet" must adhere to data protection laws and implement robust security measures to safeguard user information.

User Feedback and Iterative Development: Continuous gathering of user feedback and iterative development cycles ensure that "Let's Bet" evolves to meet changing user preferences and market trends. Regular updates and feature enhancements based on user input keep the application relevant and competitive.

Support and Maintenance: Providing ongoing support and maintenance services ensures that "Let's Bet" remains functional, secure, and up-to-date. Timely bug fixes, performance optimizations, and customer support contribute to user satisfaction and retention.

2.2 Product Functionality

The core features of "Let's Bet" include:

- User Registration and Profile Management: Users can easily register and create profiles within the app, allowing for personalized experiences and interactions.
- Fantasy Sport Contest: "Let's Bet" enables users to participate in fantasy sport contests where they can create their own teams and compete against others based on real-life player performances.
- Team Creation: Users have the ability to create and customize their fantasy teams, selecting players from real cricket leagues and tournaments to form their dream squads.
- Player Statistics: The app provides comprehensive player statistics, including batting averages, bowling figures, and fielding performances, allowing users to make informed decisions when selecting players for their teams.

- Live Scoring: Users can enjoy real-time updates and live scoring of matches, keeping them informed of the latest developments and performances of their selected players and teams.

- Chat and Community: "Let's Bet" fosters a vibrant community atmosphere where users can interact, discuss matches, share insights, and engage in friendly competition with fellow cricket enthusiasts.

- Contest Joining and Management: Users can easily join various contests and leagues within the app, with options for creating private leagues among friends or joining public competitions for larger-scale engagement.

2.3 Users and Characteristics

- Users: Users are the primary actors who interact with the application. They register, create profiles, join contests, select players for their teams, view live scores, participate in community discussions, and manage their account settings. Users have diverse preferences and motivations, ranging from casual fans seeking entertainment to serious players aiming for competition and rewards.

- Developers: Developers are responsible for designing, implementing, and maintaining the application. They possess technical expertise in programming languages, software development frameworks, database management, and system architecture. Developers collaborate to ensure that the application meets functional and non-functional requirements, adheres to best practices, and delivers a seamless user experience.

- Project Managers: Project managers oversee the development lifecycle of the application. They coordinate tasks, allocate resources, manage timelines, and mitigate risks to ensure project success. Project managers possess leadership skills, communication abilities, and a deep understanding of project management methodologies. They liaise between stakeholders, facilitate decision-making, and monitor progress to ensure that the project remains on track.

- Marketing Staff: Marketing staff promote the application to attract users and increase engagement. They develop marketing strategies, create promotional campaigns, conduct market research, and analyze user feedback. Marketing staff possess skills in digital marketing, content creation, social media management, and market analysis. They aim to enhance brand awareness, acquire new users, and retain existing ones through effective communication and engagement strategies.

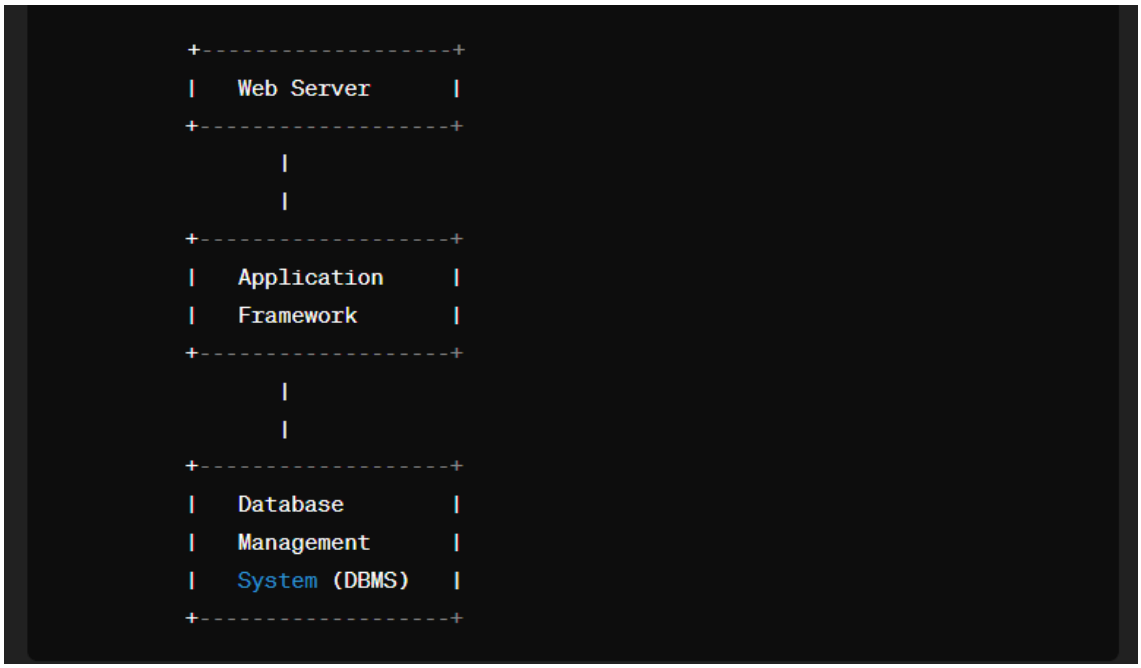
- Testers: Testers evaluate the functionality, performance, and usability of the application. They create test cases, execute test scenarios, identify bugs and defects, and provide feedback to developers. Testers possess attention to detail, analytical skills, and domain knowledge of testing methodologies and tools. They strive to ensure that the application meets quality standards, complies with requirements, and delivers a satisfactory user experience.

- Documentation Writers: Documentation writers create user manuals, help guides, and technical documentation for the application. They translate technical specifications into clear and understandable documentation accessible to users and stakeholders. Documentation writers possess writing skills, technical knowledge, and the ability to organize and present information effectively. They aim to provide users

with comprehensive guidance on using the application and troubleshooting common issues.

2.4 Operating Environment

The "Let's Bet" cricket fantasy league application operates within a diverse environment comprising various hardware and software components. It is compatible with multiple operating systems such as Windows, macOS, and Linux and is hosted on web servers like Apache or Nginx. The application relies on a database management system (DBMS) like MySQL or PostgreSQL to store user data and contest information. It is built using web application frameworks such as Ruby on Rails or Django and integrates with external APIs for real-time match data. Client-side technologies like HTML, CSS, and JavaScript are used for the frontend interface. Below is a simple diagram illustrating the system's major components:



2.5 Design and Implementation Constraints

- Interface Compatibility: The application must interface with external APIs to access real-time match data, player statistics, and other relevant information. Developers must ensure compatibility with these APIs and adhere to their communication protocols and data formats.

- Database Management System (DBMS) Selection: The choice of DBMS for storing and managing application data is crucial. Developers must consider factors such as scalability, performance, and data security when selecting a DBMS like MySQL, PostgreSQL, MongoDB, or Microsoft SQL Server.

- Security Considerations: Given the sensitive nature of user data and financial transactions involved in contest participation, security is paramount. Developers must implement robust security measures, including encryption, authentication, authorization, and secure communication protocols (e.g., HTTPS) to protect user information and prevent unauthorized access or data breaches.

- Performance Optimization: The application must be optimized for performance to ensure seamless user experience, especially during peak usage periods. Developers must consider factors such as response times, server load balancing, caching strategies, and database indexing to optimize application performance and minimize latency.

- Compliance with Regulatory Standards: The application must comply with relevant regulatory standards and data privacy laws, such as the General Data Protection Regulation (GDPR) and Payment Card Industry Data Security Standard (PCI DSS). Developers must ensure that the application adheres to legal requirements regarding user data protection

2.6 User Documentation

The user documentation for the "Let's Bet" cricket fantasy league application will encompass a user manual, online help system, tutorials, FAQs, and a troubleshooting guide. Delivered in digital formats accessible online through the application's website or interface, the documentation will adhere to standard conventions, offering clear instructions, illustrative visuals, and user-friendly navigation. It will provide comprehensive guidance on account registration, team creation, contest participation, live scoring, chat interactions, and account management, ensuring users can easily navigate and utilize the application's features effectively.

2.7 Assumptions and Dependencies

- Third-Party APIs: The project assumes the availability and reliability of third-party APIs for accessing real-time match data, player statistics, and other relevant information. Any changes or disruptions to these APIs could impact the functionality and performance of the application.

- Development Frameworks and Libraries: The project relies on the use of specific development frameworks, libraries, and tools to build and deploy the application. Assumptions about the stability, compatibility, and support of these components may influence development timelines and implementation strategies.

- Operating System Updates: Assumptions about the stability and compatibility of the application with different operating systems (e.g., Windows, macOS, Linux) may be affected by future updates or changes to these operating systems.

- Scalability and Performance: The project assumes that the application architecture and infrastructure can scale to accommodate increasing user demand and traffic loads. Any limitations or bottlenecks in scalability and performance may require adjustments to the system architecture and resource allocation.

- Data Privacy and Security Regulations: Assumptions about compliance with data privacy and security regulations (e.g., GDPR, PCI DSS) may impact the handling and storage of user data. Changes to regulatory requirements may necessitate modifications to data management practices and security measures.

3 Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

1. Homepage: The homepage serves as the entry point for users and provides an overview of featured contests, live matches, trending discussions, and recent updates. It includes navigation menus, search functionality, and quick access to key features such as contest creation and team management.

2. User Registration/Login: Users can register new accounts or log in to existing ones. The registration form collects basic user information such as username, email address, and password, while the login screen prompts users to enter their credentials to access their accounts.

3. Contest Creation: Users can create new contests by specifying contest details such as contest name, entry fee, contest type (public or private), prize structure, and contest duration. The interface guides users through the contest creation process and allows for customization of contest settings.

4. Team Creation and Management: Users can create and manage fantasy teams by selecting players from available leagues and tournaments. The team management interface provides tools for adding, removing, and editing team members, as well as viewing player statistics and performance.

5. Contest Participation: Users can join contests created by others by selecting the desired contest from a list of available options. The participation interface displays contest details, entry fees, prize pools, and contest rules, allowing users to make informed decisions before joining.

6. Live Scoring and Match Updates: The application provides real-time match updates, including live scoring, player performances, match statistics, and highlights. Users can track the progress of their selected players and teams, view live commentary, and receive notifications for significant events during matches.

7. Chat and Community Interaction: Users can engage in discussions, share insights, and interact with other users through chat rooms, forums, and community groups. The interface facilitates communication and collaboration among users, fostering a vibrant and interactive community atmosphere.

8. Account Settings and Preferences: Users can access their account settings to manage personal information, privacy settings, notification preferences, and account security options. The settings interface allows users to customize their experience and tailor the application to their preferences.

3.1.2 Hardware Interfaces

1. Supported Device Types: The application is designed to be accessible across a range of device types, including desktop computers, laptops, tablets, and smartphones. It supports both iOS and Android operating systems for mobile devices and is compatible with major web browsers such as Google Chrome, Mozilla Firefox, Safari, and Microsoft Edge for desktop and mobile access.

2. Data and Control Interactions: The interaction between the software product and the hardware components involves data retrieval, processing, and presentation. Users interact with the application through input devices such as keyboards, mice, touchscreens, and voice commands, while the software processes user requests, retrieves data from external sources (e.g., APIs), and renders output on the device's display screen.

3. Special Libraries: The application may utilize special libraries or frameworks to optimize performance and compatibility across different hardware platforms and devices. For example, it may leverage responsive design frameworks like Bootstrap or Foundation to ensure optimal layout and usability across various screen sizes and resolutions. Additionally, it may use graphics libraries such as WebGL or Three.js to enhance visualizations and interactive elements within the application interface.

4. Communication Protocols: The application may employ standard communication protocols such as HTTP, HTTPS, WebSocket, or WebRTC to facilitate data exchange and real-time communication between the software product and external servers or services. These protocols ensure secure and reliable transmission of data and control signals over network connections, enabling seamless interaction between the application and hardware components.

3.1.3 Software Interfaces

The "Let's Bet" cricket fantasy league application interfaces with the operating system to access system resources, manage processes, and interact with hardware components. The application is designed to be platform-agnostic, supporting various operating systems such as Windows, macOS, and Linux. It utilizes operating system APIs and libraries to perform tasks such as file I/O operations, network communication, and process management. The interface with the operating system allows the application to execute system calls, handle user input/output, and manage system resources efficiently across different platforms. This ensures compatibility and seamless performance regardless of the underlying operating system environment.

3.1.4 Communications Interfaces

The "Let's Bet" cricket fantasy league application relies on various communication functions to facilitate interactions between users, servers, and external services. Communication standards such as HTTP (Hypertext Transfer Protocol) and WebSocket are utilized for client-server communication, enabling data exchange and real-time updates between the application and external servers. HTTP is used for request-response interactions, allowing users to access web pages, submit forms, and retrieve data from the server. WebSocket provides full-duplex communication channels over a single TCP connection, enabling real-time data transfer and push notifications between the application and server. Additionally, the application may implement encryption standards such as TLS (Transport Layer Security) to secure data transmission over the network, ensuring privacy and confidentiality of user information and sensitive data. These communication standards facilitate seamless and secure interactions within the "Let's Bet" application ecosystem, enabling users to access features, participate in contests, and receive updates in real-time.

3.2 Functional Requirements

1. User Management:The system should allow users to register new accounts with unique usernames and valid email addresses securely. During the registration process, the system must validate user input to ensure data integrity and prevent duplicate accounts from being created. Additionally, users should be able to log in securely using their registered credentials, with the system implementing robust authentication mechanisms. In case users forget their passwords, the system must provide secure options for password reset, ensuring the confidentiality of user accounts and information.
2. Contest Management:Users should have the capability to create new contests within the system by specifying contest details such as contest name, entry fee, type (public or private), prize structure, and duration. The system needs to validate the parameters provided during contest creation to ensure they meet predefined criteria, such as minimum entry fee and maximum participant count. Furthermore, users must be able to join contests created by others, with the system presenting users with clear details including entry fees, prize pools, and contest rules before they commit to joining.
3. Team Creation and Management:The system should enable users to create fantasy teams by selecting players from various cricket leagues and tournaments. It must provide users with a comprehensive list of available players along with their statistics and performance data to aid in team selection. Users should have the flexibility to add, remove, and edit team members before finalizing their fantasy teams. Moreover,

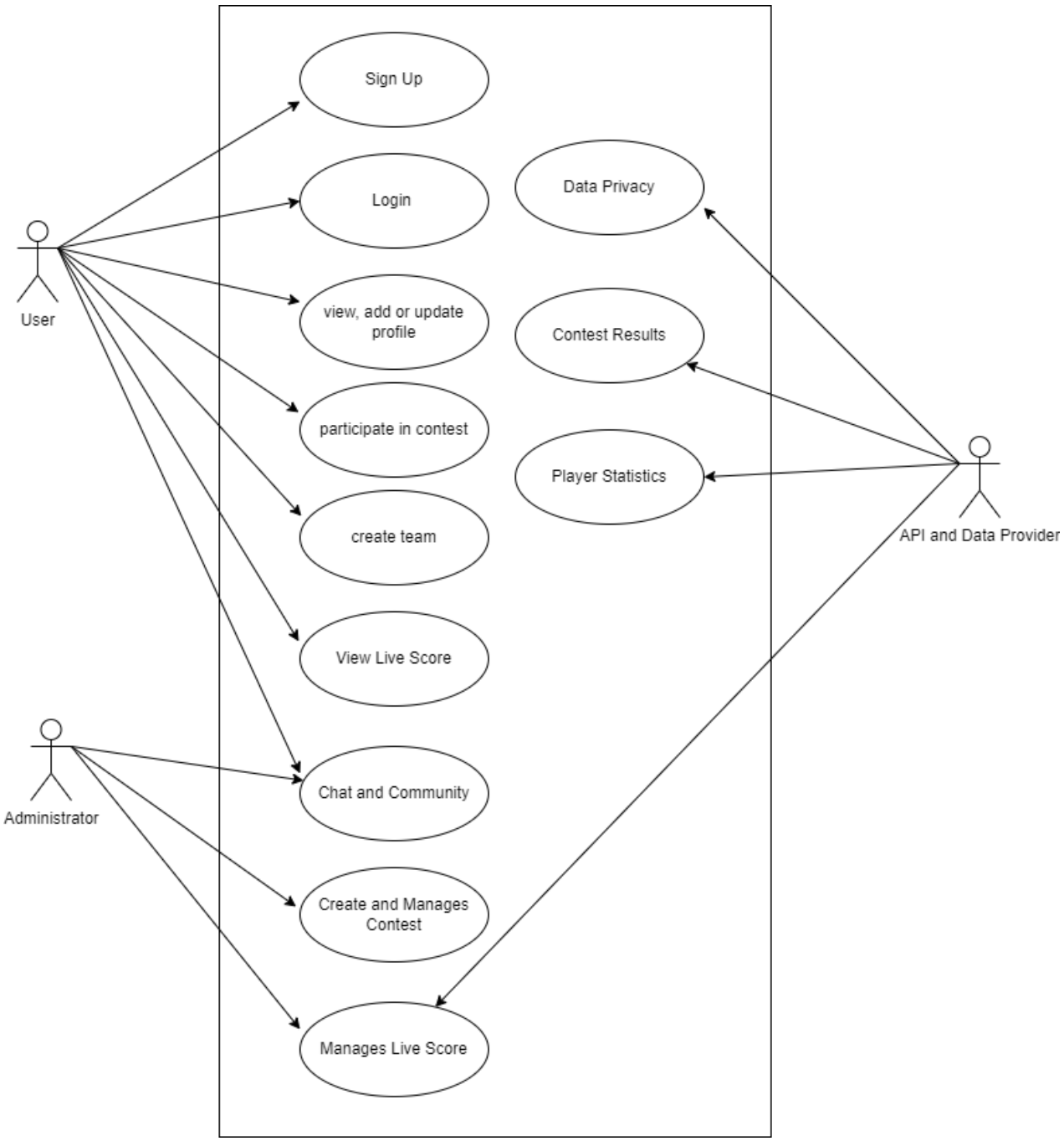
the system needs to enforce restrictions on team composition, such as limitations on the number of players from a single team or league.

4. Live Scoring and Match Updates:Users expect real-time match updates, including live scoring, player performances, match statistics, and highlights. The application must provide users with timely notifications for significant events during matches, such as wickets, boundaries, or milestones. Additionally, the system should offer match commentary and analysis to provide users with insights and context during live matches, enhancing their overall viewing experience.

5. Chat and Community Interaction:Users should be able to engage in discussions, share insights, and interact with other users through chat rooms, forums, and community groups within the application. The system must facilitate communication and collaboration among users by offering features such as message posting, commenting, and liking. Furthermore, users should have the ability to create and manage their own chat rooms or community groups based on shared interests or topics, fostering a vibrant and engaging community atmosphere within the application.

3.3 Behaviour Requirements

3.3.1 Use Case View



4 Other Non-functional Requirements

4.1 Performance Requirements

Performance Requirements:

- Page Load Time: The application should aim for a maximum page load time of 3 seconds for all major pages, including the homepage, contest creation, team management, and live scoring. This requirement ensures a seamless user experience and prevents user frustration due to slow loading times, especially during peak usage periods.

- Real-Time Updates: The system must provide real-time updates for live scoring and match updates, with a maximum delay of 5 seconds between actual events and their display within the application. This requirement ensures that users receive timely information and maintain engagement during live matches, enhancing the overall user experience.

- Scalability: The application should be able to handle a concurrent user load of at least 10,000 users without significant degradation in performance. This requirement ensures that the system can accommodate spikes in user traffic during peak periods, such as major cricket tournaments or events, without experiencing downtime or slowdowns.

- Database Response Time: Database queries and transactions should have a maximum response time of 100 milliseconds to ensure efficient data retrieval and processing. This requirement helps optimize system performance and ensures that users can access and interact with data quickly and seamlessly.

- Chat Room Responsiveness: The chat and community interaction feature should provide real-time message delivery and responsiveness, with messages appearing within the chat room within 1 second of being sent by users. This requirement ensures smooth and fluid communication among users, fostering a dynamic and engaging community atmosphere within the application.

4.2 Safety and Security Requirements

Safety Requirements:

- Data Encryption: All sensitive user data, including login credentials, personal information, and financial transactions, must be encrypted using industry-standard encryption algorithms (e.g., AES-256) both in transit and at rest. This requirement ensures that user data remains secure and protected from unauthorized access or interception by malicious entities.

- User Authentication: The application must implement robust user authentication mechanisms, including multi-factor authentication (MFA) options such as SMS verification or biometric authentication, to prevent unauthorized access to user accounts.

- Contest Integrity: The system must have safeguards in place to ensure the integrity of contests and prevent cheating or manipulation of contest outcomes. This includes measures such as real-time monitoring of user activities, detection of suspicious behavior patterns, and mechanisms for reporting and investigating potential violations

Security Requirements:

- Secure Communication: All communication between the application and external servers or services must be encrypted using secure protocols such as HTTPS to prevent eavesdropping or tampering.
- Secure Storage: User data and sensitive information stored within the application's database must be securely encrypted and protected against unauthorized access or data breaches.
- Access Control: The system must implement role-based access control (RBAC) mechanisms to restrict access to sensitive functionalities and data based on user roles and permissions.
- Regular Security Audits: The application must undergo regular security audits and vulnerability assessments to identify and address potential security weaknesses or vulnerabilities.
- Compliance with Regulatory Standards: The application must comply with relevant data protection regulations and privacy laws, such as GDPR and PCI DSS, to ensure the privacy and security of user data.
- Incident Response Plan: The system must have an incident response plan in place to handle security breaches or incidents effectively, including procedures for incident detection, containment, mitigation, and recovery.
- User Privacy Protection: The application must respect user privacy preferences and obtain explicit consent for data collection, processing, and sharing activities .

4.3 Software Quality Attributes

Additional Quality Characteristics:

- Adaptability:
  The application shall be designed to adapt to changes in user preferences, industry standards, and technological advancements, allowing for seamless integration of new features and functionalities.Adaptability metrics will be measured by the frequency and ease of incorporating user feedback, introducing updates, and scaling the application infrastructure to accommodate evolving user demands.
- Interoperability:
  The application shall be compatible with various operating systems, web browsers, and mobile devices to ensure seamless access and functionality across different platforms.Interoperability testing will validate the application's ability to exchange data and interact with external systems, such as payment gateways and third-party APIs, without compatibility issues.
- Reusability:
  Code components and modules within the application shall be designed with reusability in mind, allowing for efficient reuse of code blocks across different parts of the application.Reusability metrics will be measured by the frequency of code reuse, reduction in redundant code, and improvements in development productivity and code maintainability.
- Reliability:
  The application shall have a system uptime of at least 99.9% over a given month,ensuring high availability and minimal downtime for users.The system must handle unexpected errors and exceptions gracefully, minimizing service disruptions and providing informative error messages to users.Regular automated testing and monitoring tools shall be employed to detect and address potential reliability issues proactively, ensuring robust and reliable operation.
- Usability:
  The user interface shall adhere to established usability principles and best practices, ensuring intuitive navigation, clear labeling, and consistent layout across all pages.

User interactions with the application shall be straightforward and efficient, with minimal steps required to perform common tasks such as creating contests, joining teams, and participating in live scoring.User feedback mechanisms, such as surveys and feedback forms, shall be incorporated to gather insights into user preferences and identify areas for improvement in usability.

- Maintainability:
  The application's codebase shall follow modular design principles and adhere to coding standards and best practices to enhance maintainability and code readability.
  Documentation, including code comments, README files, and developer guides, shall be comprehensive and regularly updated to facilitate understanding and maintenance of the application by developers.Continuous integration and deployment (CI/CD) pipelines shall be implemented to automate build, testing, and deployment processes, streamlining development workflows and reducing time-to-market for new features and updates.

Academic Year: 2023_24

Appendix A – Data Dictionary

Field Name	Data Type	Field Size	Description	Example
User_ID	Integer	10 digits	Unique identifier for each user	1001
Username	String	50 characters	User's unique username	lets_bet_user
Email	String	100 characters	User's email address	example@example.com
Password	String	20 characters	User's password	*********
Contest_ID	Integer	10 digits	Unique identifier for each contest	2001
Contest_Name	String	100 characters	Name of the cricket fantasy league contest	World Cup Challenge
Contest_Type	String	20 characters	Type of contest (public/private)	Public
Entry_Fee	Float	10 digits	Cost for entering the contest	10.00
Prize_Pool	Float	10 digits	Total prize pool for the contest	1000.00
Team_ID	Integer	10 digits	Unique identifier for each team	3001
Team_Name	String	50 characters	Name of the fantasy cricket team	Mighty Challengers
Player_ID	Integer	10 digits	Unique identifier for each player	4001
Player_Name	String	50 characters	Name of the cricket player	Virat Kohli
Match_ID	Integer	10 digits	Unique identifier for each match	5001
Match_Details	String	255 characters	Description of the cricket match	India vs Australia
Message_ID	Integer	10 digits	Unique identifier for each message	6001
Message_Content	String	255 characters	Content of the message	Let's bet on India!
Group_ID	Integer	10 digits	Unique identifier for	7001

			each community group	
Group_Name	String	50 characters	Name of the community group	Cricket Fanatics

Appendix B - Group Log

Date	Actors	Work Done
07/02/2024	Raghav	Analysed Requirements
07/02/2024	Ayush	Analysed Requirements
07/02/2024	Jyan	Analysed Requirements
07/02/2024	Raghav	Analysed Requirements
07/02/2024	Ayush	Prepared SRS
07/02/2024	Jyan	Prepared SRS
09/02/2024	Ayush	Prepared SRS
09/02/2024	Jyan	Prepared SRS