# **Section A – Introduction**

Brightstar (BL) is a charity organization located in the UK and hosts various fundraising events to provide academic and sports scholarships for students. It has numerous scholarships and collaborates with universities and colleges to support scholarship recipients. Moreover, the organization has three central departments: fundraising, scholarship application and management, and treasury. A small IT department developed an effective web-based platform for managing scholarships but still has some problems. The platform provides many functions which allow scholarship applicants to register and log on to manage their application. The staff can evaluate and score applications to choose suitable candidates for each scholarship, but human interaction is essential in the whole process. In addition, the system supports the application and management team in tracking when and how funds are released and assessing whether students and the academic institution consistently meet the requirement for ongoing support. It still has some functions to support event planning and keep contact with businesses, individuals, and other donation sources.

The chief executive of BL wants to step into the e-sports scholarship to stay updated. They believed early adoption would afford them enough time to build relationships with sponsors. They can offer more scholarships and improve the requirement over time. However, the scholarship and management team found that the current system lacks facilities to support the application and selection process for e-sports. Then there was a meeting with the head of the IT department named, Flo Johnson, to discuss and add new e-sport facilities to the system. However, Flo objected to integrating into the new system instead of building a highly prototyped system by reusing the existing system and incorporating new functions to find the necessary changes. Then if the new system can be successful, they will expand the current system.

Moreover, Flo has committed to completing the prototype within three months. Flo was introduced to agile approaches after completing the course. He wants to use this method to develop the new prototype system. Also, he believes that the Agile-based process is a great choice. A meeting was then held, and it was decided that the prototype system for eSports needs to be developed as soon as possible to help the company pursue and maintain modernity. In addition to the system's features, such as registration and selection of eSports scholarship candidates, it also provides a detailed plan for integration with the current system. In addition, the CEO has set a goal to proceed in 3 months and will plan with esports experts to help improve the system.

The company wants to expand electric sports to pursue and maintain its modernity. From there, they can have enough time to establish relationships with sponsors. As a result, they can offer more scholarships and raise the requirements over time. However, the current system lacks facilities for conducting registration and selection processes for e-sports. They then decided to develop a prototype system for e-sports with the help of experts in e-sports, aiming to improve the system within three months. In addition, they must provide a detailed work analysis plan for the current system.

# **Section B – High-level requirements analysis and MoSCoW prioritiZation**

# **Section C – Legal, Social, Ethical and Professional issues**

# **Conclusion and assumptions made**

# **References**