PlayPro Football

Business Requirement Specification (BRS)

Contents

1. Introduction

1.1 Document Purpose

This document outlines the business requirements and scope for developing **PlayPro** Football, a web-based platform designed to streamline the organization and management of football tournaments. It includes detailed functional and non-functional requirements, ensuring all user roles and platform behaviors are clearly defined for successful implementation.

1.2 Project Background

Football tournament management in India remains largely manual or distributed across multiple disjointed applications, making the process inefficient. There is a growing need for a unified system that can assist committees, admins, spectators, and other stakeholders in conducting tournaments efficiently, transparently, and interactively. **PlayPro** Football is intended to fulfill this need by providing a centralized digital platform.

1.3 Goals of the Project

The primary goal of **PlayPro** Football is to offer a comprehensive and centralized platform for managing football tournaments. It aims to empower tournament committees by providing them with a dedicated panel to plan, publish, and manage tournaments efficiently. The system enables administrators to oversee these committees, generate reports, and ensure regulatory compliance across the platform. Additionally, it offers a seamless experience for spectators, allowing them to log in, browse detailed match and tournament information, and share their feedback. Overall, the platform seeks to create a robust digital ecosystem that supports player authentication, activity tracking, and real-time visibility into tournament proceedings.

.

1.4 Customers and Stakeholders

Customers:

- Admin Module
- Committee Module
- Spectator Module.

Stakeholders:

- People involved at the tournament venues (e.g., food stall vendors, equipment suppliers)
- Local community members supporting event logistics
- Volunteers and on-ground logistics coordinators

2. Business Requirements Overview

1. PlayPro Football will be a fully responsive web application accessible on both desktop and mobile platforms.
2. In Phase 1, the platform will focus on supporting college and community-level football tournaments across India
3. The application will provide core functionalities such as tournament planning, player authentication, result tracking, and feedback management.
4. It will allow committees, spectators, and admins to efficiently manage and interact with tournament operations in real time.
5. Future versions may introduce advanced features like online ticketing, mobile notifications, and fan engagement tools.

3. Functional Requirements Overview

PlayPro Football is composed of the following functional modules:

3.1 Organization Module

- Authenticate players

- Login

- Maintain player portfolios

- Debar players when necessary

- Plan tournaments

- Publish tournament details

- Maintain and publish tournament results

3.2 Spectator Module

- Login to the platform

- Browse matches and tournament information

- Leave feedback and review.

3.3 Admin Module

- Authenticate tournament committees

- Remove or block committees if necessary

- Generate reports and analytics

- Browse system usage and administrative data

4. Non-functional Requirements

- The website should use a professional design, look and feel, and consistent color scheme.

- Users should have unrestricted access through the internet, with support for both desktop and mobile devices.

- The system should be designed to support a large number of users efficiently, targeting scalability in future phases.

- As a public website, it must follow standard usability guidelines for menus, navigation, links, and visual feedback.

- All user operations should be possible with minimal clicks or steps.

- Secure login access must be enforced through strong authentication.

- The system must maintain reliable data storage and perform routine backups.

- Basic functional testing and input validation should be applied to ensure data accuracy.