# System Requirements Statement (SRS) Play Pro Football

Play Pro Football

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## Introduction

This document explains the system requirements and scope for developing PlayPro Football Tournament Management System.

PlayPro Football is divided into three main parts: Committee part, Spectator part, Admin part.

## 2. Functional Requirement

 The Account part of PlayPro Football System has three modules which are divided into several processes described as below.

No	BRS requirement ID	Description		
2.1 Committee Module				
2.1.1	C1	Account Creation Process		
2.1.2	C2	Login Process		
2.1.3	C3	Update Profile		
2.1.4	C4	Authenticate players		
2.1.5	C5	Maintain Player Portfolios		
2.1.6	C6	Debar Players		
2.1.7	C7	Plan Tournament		
2.1.8	C8	Publish Tournament		
2.1.9	С9	Publish Result		
2.2 Spectator Module				
2.2.1	C10	Account Creation Process		
2.2.2	C11	Login Process		
2.2.3	C12	Update Profile		
2.2.4	C13	Browse Matches and Tournaments		
2.2.5	C14	Leave Feedback		
2.3 Admin Module				
2.3.1	C15	Login Process		
2.3.2	C16	Update Profile		
2.3.3	C17	Authenticate tournament committees		
2.3.4	C18	Remove or block committees if necessary		
2.3.5	C19	Generate reports and analytics		
2.3.6	C20	Account Management		

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## 2.1 Committee Module

• The Committee module is responsible for managing player authentication, tournament planning, and match execution.

 It handles player portfolios, debars disqualified players, and publishes tournament schedules and results.

#### 2.1.1 Account Creation Process

- PlayPro Football System compels to create the account before using it. So, PlayPro
  Football System should provide the function which makes committee creates new
  account.
- When committee creates new account, the function demands four information described as below.
  - 1. Login information
  - 2. Contact Details
- The Login information

The Login information consists of some items described as below.

- 1. UserID
- 2. Password
- 3. First Name
- 4. Last Name
- 5. E-mail address
- 6. User Type
- > All items are compulsory demanded.
- UserID
  - ✓ The UserID should be unique. If the UserID correspond with not casesensitive to other which is previously registered, the UserID should not be registered as an account.

#### Password

- ✓ The Password has constrains which makes the Password consists of more than or equal 8 and less than or equal 16 characteristics including characters described as below.
  - 1. Numeric figure (at least one)
  - 2. Capital alphabet (A-Z)(at least one)
  - 3. Small alphabet (a-z)(at least one)
  - 4. Special character (#, \$, %, &, etc.) (at least one)
- √ The Password is masked by dummy characters. The re-entering Password is demanded.
- ✓ The Password must be encrypted in e-Farming System.

#### User Type

The User Type falls into three categories described as below.

- 1. Committee
- 2. Spectator
- 3. Administrator
- ✓ The User Type defines also three types of user; "Committee user", "Spectator user", and "Administrator user".
- ✓ In an Account Creation Process, the user can select Committee.
- ✓ No one could select The Administrator, because Administrator is implemented to PlayPro Football System in advance.
- Contact Details
- The Contact Detail consists of some items described as below.
  - 1. Permanent Address
  - 2. Contact Phone No
  - > All items are compulsory demanded.
  - Permanent Address
    - ✓ Permanent Address should be filled.
    - ✓ But only the state should be selected from options.
- The Security Question information

The Security Question information is needed when farmer lost their Password. This information consists of two items described as below.

- 1. Selected Question
- 2. Answer
- All items are compulsory demanded.
- Some questions which are difficult to answer for anyone else are prepared in advance.

E.g. which color do you like most?

- A question should be selected from options by the committee, and the Answer is registered by the committee.
- Login information should be entered on one screen, and then committee information and Security Question information should be entered on another screen.

#### 2.1.2 Login Process

• PlayPro Football System always compels user authentication before using itself except when a new account is successfully created.

- The user authentication demands UserID and Password. The UserID and the Password should be checked in three ways.
  - First, The UserID and the Password should be existed and correct.
    - ✓ If The UserID and the Password are not equal to what the user has registered, the user authentication cannot be provided.
  - Second, the User Type linked to the UserID should be "committee".
    - ✓ When the User Type is "Committee", then user can be placed on "Committee Home".
  - Finally, UserID should be available.
    - ✓ The Administrator can decide whether the UserID is available or suspended - Refer to the SRS of the Admin part.
    - ✓ If committee is rejected, user authentication is not provided for system user.
  - The committee account should alive for so long as the duration decided by Admin.
  - Only when the three checks are successfully completed, committee can be placed on respected page.
  - The "Committee Home" provides the some items described as below.
    - 1. A trigger to logout
    - 2. A trigger to update Account
    - 3. A trigger to Change Password
    - 4. A trigger to Search Match or Tournament Info
    - 5. A trigger to Publish Match or Tournament Info for feedback or stats
    - 6. A trigger to Update Match or Tournament Info Information
    - 7. A trigger to Delete Match or Tournament Info
    - 8. A trigger to Browse existing Market price

#### 2.1.3 Forgot Password Process

 When system user lost their Password, the recovery method should be provided by PlayPro Football system.

The recovery method is described as below.

- > First, system user enters their UserID for PlayPro Football System.
- Next, PlayPro Football System demands the Answer which has been registered since when the Account was created.
- Only when the Answer is correct, committee get the new password by E-mail which also has been registered since when the Account was created.
- > The new password is automatically generated by PlayPro Football System.
  - ✓ Of course, the new password should consist of more than or equal 8 and less than or equal 16 characteristics including at least a numeric figure, a capital alphabet, a small alphabet, and a special character.
- As a consequence, The Committee could get the committee authentication using the new password.
  - ✓ Then, the committee had better change the new password manually.
- If the Answer is not correct, otherwise, the correct Answer is demanded for user again.
  - ✓ In that case, Of course, committee couldn't get the new password.

#### **Change Password Process**

- When committee wants to change their Password, the measure should be provided by PlayPro Football System.
- Therefore, PlayPro Football System should provide the function which is available after getting the committee authentication.
- The function demands the current password and the new password.
  - Of course, the new password should consist of more than or equal 8 and less than or equal 16 characteristics including at least a numeric figure, a capital alphabet, a small alphabet, and a special character.
  - > The current password and the new password are masked by using dummy characters.
  - > The new password is demanded to enter twice to avoid a typing error.
- Only when the current password is correct, committee could change their Password.

 When the current password is changed into new password, PlayPro Football System compels user authentication again.

#### **Update Account Process**

- PlayPro Football System should provide the function which makes the account updated for committee.
- The information committee could update is described below.
  - 1. Login information
  - 2. User information
  - 3. Security Question Information
- The Login information
- o The updatable items as described below.
  - 1. First Name
  - 2. Last Name
  - 3. E-mail address
  - > All items are compulsory demanded, but updating is optional.
- The User information
- o The updatable items as described below.
  - 1. User Name
  - 2. User Phone No
  - 3. E-mail address
  - 4. Permanent address
  - > All items are compulsory demanded, but updating is optional.
- The Security Question information
- o The updatable items as described below.
  - 1. Selected Question
  - 2. Answer
  - All items are compulsory demanded, but updating is optional.

#### 2.1.4 Search match or tournament info

- Search conditions are described as below.
- Match or Tournament Info category
- Price range

#### 2.1.5 Publish match or tournament info for feedback or stats

- Publish match or tournament infos requirements are described as below.
- Match or Tournament Info category
- Price
- Match or Tournament Info name
- Quantity
- Photos

Committee can see match statistics before publishing match or tournament infos.

#### 2.1.6 Update match or tournament info information

- After publishing the match or tournament info the committee can only update following contents.
- Match or Tournament Info quantity
- Match or Tournament Info price.

#### 2.1.7 Delete match or tournament info information

• After Publishing if committee wants to remove some match or tournament infos then he can delete the match or tournament info.

#### 2.1.8 Browse existing match or tournament info Price

• Committee could see the information of existing match or tournament infos.

# 2.5 Use Case Diagram

### **Committe**

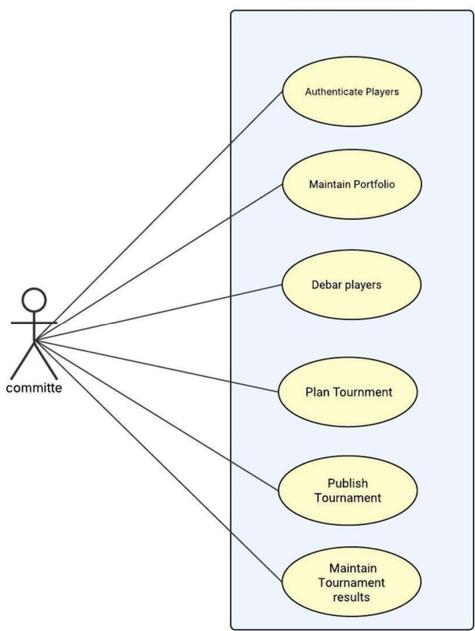


Fig. Use case diagram for committee

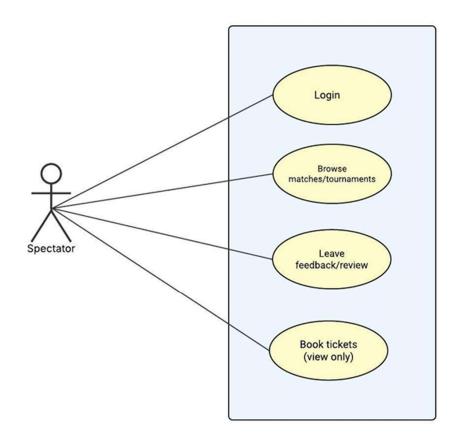
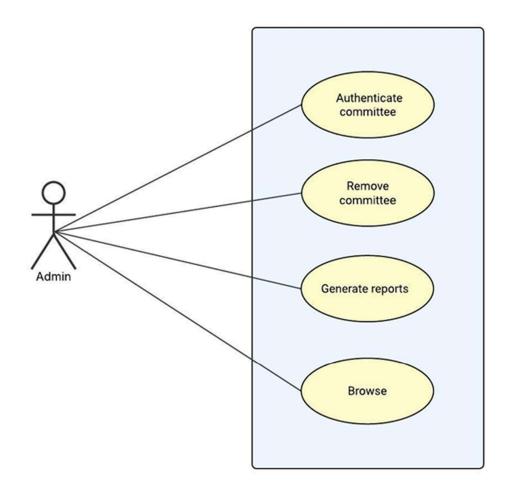


Fig. Use case diagram for Spectator

#### Admin:



Play Pro Football

Fig. Use case diagram for Admin