**Functional Requirements**

***Requirement #:* 1**

**Use Case:** *CSV Output*

**Rationale:** *To provide a handy print out and storage of previously tracked matches.*

**Description (***User Requirement***):** *The system shall allow the user to view data about a match has passed and is no longer being monitored by the system.*

**Details (***System Requirements***):** *This is the integral property of collating all the data and placing it into a Comma Separated Version file to be printed or view electronically.*

**Acceptance Criteria:** *The user shall be able to save all data entered for the full match time.*

**Relates to/Dependencies:** *Will need a software to open CSV file to be viewed.*

**Priority:** *High*

***Requirement #:* 2**

**Use Case:** *Real Time result display*

**Rationale:** *To provide real time updates and easy viewing access to data changes*

**Description (***User Requirement***):** *The system shall allow the user to view data about a match as data is entered and calculated by the system*

**Details (***System Requirements***):** *This is a detailed view of player stats*

**Acceptance Criteria:** *The user shall be able to view all data changes for player entered during the full match time.*

**Relates to/Dependencies:** *Will require GUI to fully implement.*

**Priority:** *High*

***Requirement #: 3***

**Use Case:** *Simple and Clear selection of players.*

**Rationale:** *To provide a simple way for all players to be represented yet allow for one at the user’s command to be updated*

**Description (***User Requirement***):** *The system shall allow the user to view data and update about any player individually as they use the system.*

**Details (***System Requirements***):** *This is a detailed view of player stats*

**Acceptance Criteria:** *The user shall be able to make data changes for players rostered for a match during the full match time.*

**Relates to/Dependencies:** *Will require GUI to fully implement.*

**Priority:** *High*

***Requirement #: 4***

**Use Case:** *Automatic Calculations*

**Rationale:** *To calculate the sensitive data records accurately and automatically for each player and the team, for the user to avoid errors and time consumption.*

**Description (***User Requirement***):** *The system shall automatically calculate data records for the user at their selection for each player that is highlighted by the user*

**Details (***System Requirements***):** *This is an automatic data processing done for the user.*

**Acceptance Criteria:** *The user shall be able to prevent error in calculation.*

**Relates to/Dependencies:** *Will be done on backend of system to fully.*

**Priority:** *High*

***Requirement #:* 5**

**Use Case:** *Foul warnings*

**Rationale:** *To alert user of imminent and actual foul out of a player*

**Description (***User Requirement***):** *The system shall alert the user of a player that is close to or is fouling out and prevent any more data to be collected for that player.*

**Details (***System Requirements***):** *This is an automatic data processing done for the user.*

**Acceptance Criteria:** *The user shall be warned of imminent foul outs and shall not be able to record data for the play once fouled out.*

**Relates to/Dependencies:** *Will be done on backend of system to then produces appropriate warnings and prompts.*

**Priority:** *High*

***Requirement #: 6***

**Use Case:** *Team Score*

**Rationale:** *To always display team score*

**Description (***User Requirement***):** *The system shall always display the team full score.*

**Details (***System Requirements***):** *This is an automatic data processing done for the user and shall be displayed on screen at all time during run time.*

**Acceptance Criteria:** *The user shall always be able to view Team Score on screem.*

**Relates to/Dependencies:** *Will be done on backend of system to then produces appropriate warnings and prompts.*

**Priority:** *High*