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Introduction.

This report will provide a detailed exploration of an organization called Brightstar (Bl). Brightstar is a charitable organization based in the United Kingdom (UK) that hosts numerous fundraising events, focusing on providing academic and sports scholarships to deserving students. Brightstar manages hundreds of scholarships that students can apply for in partnership with several universities and colleges. This report will provide an overview of the information and review the key strategic decisions undertaken to better position the brand for the organization's future use. The report will include an analysis of the high-level requirements, an identification of any inappropriate requirements, and an analysis of the identified requirements using the MoSCoW prioritization and some of the legal, social, ethical, and professional issues.

Section-A: Project executive summary.

Brightstar (BL) is a UK-based charity organization that provides academic and sports scholarships to deserving students. The organization is structured into three departments: fundraising, scholarship application and management, and treasury. To remain contemporary, the chief executive of Brightstar explored branching out into e-sports scholarships after consultations with various stakeholders. The organization reasoned that an early adoption would allow sufficient time to establish relationships with sponsors, and starting small would enable the launching of new scholarships and the perfection of selection criteria.

Upon careful investigation, the scholarship and management team found that the current information system would allow for the registration of applicants and the management of funds, but adequate facilities were unavailable to support the application and selection process for e-sports. A meeting was called with Flo Johnson, the head of the IT division to discuss the addition of new and improved facilities to the new system. Flo assured the executive that he would complete the prototype within three months. Flo decided to take a course on agile development methodology, allowing his team to develop and test the system iteratively.

Software development is a complex process that requires making sound decisions and planning that determine the coursework or project at hand, thus selecting the right development framework is very important. Agile development is one of the software development frameworks, (A.Furia, 2012). The framework revolves around an iterative, incremental, collaborative, and rapid delivery of software systems. The software development approach also provides a means of breaking the whole project into small but manageable tasks or sprints.

The dynamic system development approach (DSDM), is one of the children of the Agile software development framework. DSDM is a framework designed to be flexible and adaptive as it provides a set of guidelines and best practices that can be customized to meet the specific needs of the project. According to (Alqudah, 2016), DSDM is an ideal framework to use in the development of the new e-sports system, this is so because Flo the head of the IT department wants to develop the system in a limited amount of time, so DSDM the development of the system will be achieved with the use of the time-boxing feature, the project will be broken down into manageable increments, with each increment focusing on delivering specific features and functionality, for example as suggested by Daisy Watson of the treasury team that the system should have a login form, this functionality can be given a specified time limit for when it should be completed.

In addition, DSDM was also recommended for developing the new system due to the collaborative approach between stakeholders (Bennett, 2018). As stated in the case study, the use of DSDM will allow collaborative workmanship, this is so because Flo being the head of the IT department knew that it was feasible to call for a meeting for all interested parties within the organization to air out their opinions and ideas on what needs to be included in the new system so that all the collected view-points can be evaluated and analyzed to make sure that all departments within the organization are satisfied.

Even though the DSDM flamework has numerous disadvantages it is also best to take into account some of the drawbacks of the chosen framework. The first limiting factor of DSDM is the learning

curve that someone has to undergo before someone familiarizes himself with the different components within the framework (Bennett, 2018). And in addition, another limiting factor is the limited scalability, this is so because DSDM is designed for smaller to medium projects and may not be suitable for larger projects.

Furthermore, due to the speed at which tasks have to be completed when using the dynamic system development methodology (DSMD), it is difficult to have proper documentation of how the entire system functions (Bennett, 2018), this is so because developers focus and spend a lot of time figuring out how the system should function due to the time limits attached with the methodology.

In conclusion, DSMD is an ideal framework for the e-sports project, as the framework provides a structured, predictable, and customer-focused approach to system development. And with the proper implementation of the different phases of DSDM, the development of the e-sports system will be a success.

Section-B1: Requirements analysis and Moscow prioritization.

Requirements analysis is a critical stage in the software development lifecycle that involves gathering, documenting, and analyzing stakeholders' needs and expectations for a software system. It is a key process that lays the groundwork for the project's success (Craddock, 2019). Typically, the requirements analysis phase is followed by the requirements prioritization phase, in which requirements are prioritized based on their importance and value to the stakeholders. This part of the report will provide an overview of some of the inappropriate requirements that have been depicted in the given case study.

Table 1: inappropriate functionalities.

ID	INAPPROPRIATE REQUIREMENT	JUSTIFICATION
REQ 1	Real-time application form changes: The system should allow for real-time changes to be made to the scholarship application forms by the scholarship application and management team.	This is an inappropriate requirement because it just specifies a specific feature or functionality that the system should have. In other words, the requirement is just defining the capability of the system to be useful for scholarship and application management.
REQ 2	The e-sports donors category in the fundraising module should include a way to track donations made by donors in this category	This is an inappropriate requirement because it defines a specific feature that must be provided in the fundraising module, the ability to track e-sports donors' donations. This need is specific and detailed, and it is required for the system to function.
REQ 3	Support for events planning should include tools for scheduling, ticketing, and promotion.	This is an inappropriate requirement since it outlines specific functionalities and features that the system must implement for event planning to be possible. It specifies which tools, such as scheduling, ticketing, and promotion features, should be offered.
REQ 4	The system should have a fast response time for all modules and functions.	The demand for all modules and functions to respond quickly is an inappropriate requirement because it provides a specific performance objective that the system must meet. In other words, this cannot have a great impact on how the system works.
REQ 5	User friendly	This is an inappropriate requirement since it refers to a single feature or trait that can be easily defined, implemented, and tested. It refers to the system's interface's usability and intuitiveness, including its

ID	INAPPROPRIATE REQUIREMENT	JUSTIFICATION
		design, layout, navigation, and user feedback mechanism.
REQ 6	The process for formally accepting a scholarship offer should be easy to follow and include all necessary details.	This is an inappropriate requirement since it describes a specific feature or operation that the system should deliver, namely making the process of formally accepting a scholarship offer simple and including all relevant facts. This requirement is not concerned with broader goals or objectives, but rather with a single aspect of the system's behavior.
REQ 7	The preliminary application forms should be easy to understand and fill out.	Because it specifies a specific feature of the scholarship application forms, this is an inappropriate requirement. It relates to the forms' usability and user experience.
REQ 8	Applicants view scholarships.	Applicants to view scholarships have also been put in the inappropriate category because the requirement does not directly affect the business logic or the daily organization’s activities.
REQ 9	The criteria for each category should be clear, concise, and objective.	It describes the quality and clarity of the e-sports classification criteria, which can be translated into specific design and implementation decisions such as the format and wording of application form questions, the scoring system used to evaluate candidates, and how category information is displayed on the user interface.

Section-B2: Updated high-level requirements and justification.

Some portions of the requirements provided by stakeholders and reviewed were quite helpful in developing a new set of requirements. Furthermore, to produce a comprehensive list of system needs, it is necessary to consider both functional and non-functional requirements (Conforto, 2016). Non-functional requirements indicate how well the system should perform particular functions, whereas functional requirements specify what the system should do. The table below is the list of the updated functional and not functional requirements.

Table 2: high-level requirements.

ID	HIGH-LEVEL REQUIREMENTS	JUSTIFICATION
REQ 1	Login facility for end users, with appropriate access permission (Authentication)	As suggested by Daisy Watson (Brightstar, 2023, case study), there is a need for the system to have a secured login facility that will restrict authorized users to access information that is available on the site.
REQ 2	The system must be able to track and manage funds, including scheduling, ticketing, and promotion tools.	Following Daisy Watson (Brightstar, 2023, case study), this functionality will help the organization to make informed decisions on how the funds are being used and allocated. And also, there will be a clear picture of how the funds should be disseminated in terms of how
REQ 3	Applicants must be able to track the status of their scholarship applications throughout the selection process and be notified of the outcome.	As advised by (Francis Smith of the fundraising team), the functionality to track the status of the scholarship applications will help in providing transparency and clarity to the applicants on the progress of their applications. By providing this functionality, the scholarship application system will be able to provide applicants with a positive experience and build trust with them.
REQ 4	The system should provide tools for selecting the best scholarship candidates based on the criteria of each category.	Following (Rohan Singh of the scholarship application management team), the functionality of enabling the system to provide tools for selecting the best scholarships for candidates is a critical aspect of the proposed system. Because this will help the selection committee to efficiently and effectively evaluate all participants and select those students who seem fit.

ID	HIGH-LEVEL REQUIREMENTS	JUSTIFICATION
REQ 5	The e-sports donor category should be added to the funding module, including a way to track donations made by donors.	In support of (Francis Smith of the fundraising team), the functionality to integrate the e-sports donor category into the fundraising module. This functionality will greatly help e-sports track their donations, and it will also help the fundraising team to have a centralized platform to manage the donations.
REQ 6	Real-time changes to the scholarship application forms.	The capacity to make changes to scholarship application forms in real-time will greatly improve the end-user's experience with the system, at the same time users will be able to see only information that is current and updated.
REQ 7	Preliminary application forms should be easy to understand and fill out, by including clear and concise criteria for each category.	As suggested by (Rohan Singh of the scholarship application and management team). This functionality will help users to get all the information they need in one place, instead of navigating through different pages, having a concise and clear category will help to cover a wider audience.
REQ 8	The system should have reporting and analytics features.	This functionality will help system administrators to have insights into how the funds within the organization are being used, and also this will help understand areas that need a lot of the organization's attention.
REQ 9	The system should be able to integrate with other systems.	In addition to the functionalities already mentioned above. Another key functionality of the proposed system is for the system to be able to integrate with other financial institutions like banks so that there should be a streamlined flow of data to improve efficiency.
REQ 10	Communication and notifications tools.	Communication and notification tools will be an important function to be included in the proposed system as they will allow for effective and timely communication between administrators and applicants.

Section B3: Prioritization of requirements using MoSCow/Time box rules in the updated high-level requirements.

Requirement prioritization is used to define the ordering or schedule of executing requirements based on their priority or importance concerning stakeholders' viewpoints. Requirement prioritization is the most significant and critical portion of requirements analysis due to time restrictions in project resources (Masadeh, 2018), therefore it is important to determine the requirements beforehand before the implementation of the actual project. Numerous methods or techniques are used to prioritize requirements, in this section Moscow technique will be explained and justified in detail as per the updated list of high-level requirements in the above table. Moscow is one of the prioritization techniques used by analysts and stakeholders for collaboratively prioritizing requirements. Moscow's prioritization is centered on agile project management, according to (Rad, 2021), the list of requirements can be classified into the following categories. Must have: in this group requirements must be contained in the project, failure to deliver these requirements means the whole project is a failure, should have: a high-priority feature that is not critical to launch, but it is supposed to be important and of high value. Could have: this group contains the desired requirements but not necessary ones. And finally, won't have: these are requirements that will not be included in the current development but maybe in the future.

Table 3: Moscow prioritization.

Number	Requirement	Moscow
1	Login facility for end users, with appropriate access permission (authentication)	**Must have**
2	Applicants must be able to track the status of their scholarship application throughout the selection process and be notified of the outcome	**Must have**
3	The system should provide tools for selecting scholarship candidates based on the criteria of each category	**Should have**
4	Communication and notification tools	**Should have**
5	The esports donor category is to be added to the funding module, including a way to track donations made by donors	**Must have**
6	Reporting and analytic features	**Could have**
	Real-time changes in scholarship application forms	
7	A way to track donations made by donors	**Should have**

Number	Requirement	Moscow
8	The system must be able to track and manage funds, including scheduling, ticketing, and promotion tools.	**Must have**
9	The system should be able to integrate with other systems.	**Could have**

Section C: Legal, Social, Ethical, and professional issues.

In today's digital age, data has become one of the most precious assets for businesses; as a result, data protection and privacy are two of the most crucial subjects to consider (Kizza, 2013). However, while working with data, companies face a slew of social, professional, legal, and ethical difficulties. These issues might develop at any point in the data life cycle, from collection through disposal. This section of the report will outline and go into detail on the social, ethical, professional, and legal issues, as well as the roles of a data controller.

1. Introduction.

Brightstar is an organization that deals with personal data to provide scholarships and needs to employ a data controller. According to (Hintze, 2018) a data controller can be defined as a legal or natural person, an agency, a public authority or any other body that is alone or when joined with others determines the purpose of any personal data and the means of processing it. The following are some of the key duties that will be carried out by the data controller.

2. Duties of a data controller.

The data controller who will be employed at Brightstar organization will be in charge of the day-to-day data management at the organization. The data controller will ensure that the Brightstar organization complies will all the relevant laws and regulations including the General Data Protection Regulation (GDPR) (Tzanou, 2020). This will ensure that personal data is handled legally, equitably, and transparently as well as the necessary security measures are put in place to safeguard all personal information.

2.1. Maintaining data accuracy and integrity.

The data controller will ensure that all data that has been collected and stored in the scholarship management system is accurate and up-to-date (Governance, 2019). This will include monitoring data entry, performing regular data audits, and correcting any errors or inconsistencies. For example, the data controller has to ensure that all scholarship applicants are entered into the system accurately and without any errors.

2.2. Managing data access and permission.

In addition to the already described duties, or roles, the data controller has also to ensure that all staff members at Brightstar charity organization have appropriate access levels and permissions to the scholarship management team. This will include assigning different levels of access based on job roles and responsibilities (Carey, 2020). The data controller also has to take into consideration doing regular checks and reviews on the different roles that have already been assigned to the staff members to make sure that the roles have not been changed or altered in any way. For example, the data controller can ensure that only staff members in the scholarship application and management team have access to personal data such as application forms.

2.3. Ensuring data quality and consistency.

The other key role or duty of the data controller is to ensure that all data collected and stored in the scholarship management team is of high quality and consistent (Carey, 2020). This includes implementing validation rules, and ensuring data entered is consistent across different forms avoiding duplicate entries.

3. Data protection act (DPA) principles.

The data protection act (DPA) is a law that governs the use and protection of personal data in the UK. The law was enacted in 1998 to ensure personal data is processed lawfully, fairly, and in a transparent manner while protecting the rights of individuals whose data is being processed (Castro-Edwards, 2022). The data protection act defines personal data as any information that can identify an individual such as their name, address, telephone number, and financial details just to mention a few. Data protection aims to safeguard all information held about individuals, but since most of the information is held or stored electronically which means that the data is vulnerable to unauthorized access, data subjects have concerns like who would access the data, and whether could it be easily copied. In this section of the report, some of the key principles that a data controller needs to take into consideration to protect personal data will be outlined in much detail. The following are some of the key data protection act principles.

3.1. Fair and lawful processing.

Personal data must be processed fairly and lawfully (Keogh, 2019). This means that individuals must be informed about how their data will be used and, when necessary, their agreement must be requested. For example, relating to the case study, Brightstar must tell individuals when collecting personal data for scholarship applications about how their data will be processed, with whom it will be shared, and for what purpose.

3.2. Accurate.

Personal information must be correct and up to date (Keogh, 2019). Data controllers shall take reasonable steps to correct or delete erroneous or incomplete data. Relating to the case study Brightstar should make certain that all personal information collected for scholarship applications is correct and up to date.

3.3. Data subject rights.

Individuals have the right to access their data, request rectification or erasure, and, in certain cases, object to processing (Keogh, 2019). About the case study Brightstar must allow individuals to access and correct any inaccuracies in their data, as well as respect their right to object to the processing of their data for specific purposes.

3.4. Accountability.

Data controllers are responsible for DPA compliance and must be able to demonstrate compliance. In the case of Brightstar must ensure that proper policies, procedures, and technical mechanisms are in place to ensure DPA compliance.

3.5. Integrity and confidentiality.

Personal data must be treated securely, including safeguards against unauthorized or unlawful processing, accidental loss, destruction, or damage. Relating to the case study Brightstar should make certain that any personal data gathered and processed for scholarship applications is kept secure and secured against unauthorized access, loss, or damage. Individuals have the right under the DPA to know what information is held about them, how it is used, and with whom it is shared. They can also request access to their personal information and have it updated or deleted if it is incorrect or incomplete.

4. BCS code of conduct.

A code of conduct specifies the principles and expectations that employees must follow. In other terms, the British Computer Society (BSC) code of conduct is a set of norms that establish the expectations and ethical standards for IT professionals who are members of the BSC (Yardley, 2017). The code is based on four important principles: professional competence and honesty, confidentiality, duty to the relevant authority, and duty to society. These guidelines ensure that BSC members act ethically, professionally, and responsibly. This section will go into detail on some of the key principles of the BCS code and how it can be applied to the Brightstar organization.

4.1. Respect for confidentiality.

Respect for confidentiality requires members to keep the information confidential in all instances except those where it is necessary for the interest of the customer or society (Yardley, 2017). Brightstar, for example, processes a vast amount of personal data in the form of scholarship applicants and contributors. As a result, Brightstar must adhere to the principles specified in the BSC code of conduct to safeguard data protection and privacy.

4.2. Professional integrity and competence.

Furthermore, the BSC code of conduct requires IT professionals to act with integrity and to guarantee that any acts they do are in the best interests of their clients or employers (Yardley, 2017). This would entail ensuring that the scholarship management system is functional, and efficient, and provides correct information to all stakeholders in the case of the Brightstar organization. This means that the information technology division must behave in the best interests of the scholarship application and management team.

Finally, on the subject of the code of conduct, the BSC code of conduct demands professionals to be up to date on the latest technological features and advances. This is also true for the Brightstar IT section, which will be in charge of constructing the new e-sports system; they must stay up to date on the latest technologies and techniques to ensure that the system is functional, efficient, and secure.

5. Legal, social, ethical, and professional issues that may be faced by Brightstar organization.

This section of the report will go through some of the social, ethical, legal, and professional issues that Brightstar as an organization, has to take into consideration. To begin with, social, ethical, legal, and professional issues refer to various types of challenges or concerns that arise in different contexts related to special behavior, moral values, legal compliance, and professional conduct. Just a brief description, of social issues related to the impact of an organization’s operations or activities on the society or community it serves (Kizza, Ethical and Social Issues in the Information Age, 2013). On the other hand, legal issues that define compliance with rules and regulations that govern an organization's operations and activities, such as data protection, intellectual property, and employment legislation, are examples of legal difficulties. The points below will outline some of the legal, professional, and social issues that will be faced by the organization.

5.1. Introduction.

This section of the report will outline some of computer ethics, a guide to ethical views, and a framework for carrying out ethical analysis (Kizza J. M., 2016). A variety of ethical perspectives can be used in computer ethics to evaluate and assess ethical issues relating to computing technology. Utilitarianism, deontology, virtue ethics, and social contract theory are examples of these points of view. The following section will go into detail explaining some of the computer ethics and ethical views.

5.2. Utilitarianism.

Utilitarianism is a moral theory that seeks to maximize overall happiness while minimizing overall suffering (Kizza J. M., Ethical and Social Issues in the Information Age, 2013). Utilitarianism can be used in computer ethics to examine the effects of technology on society as a whole, such as whether a certain technology will provide more advantages than harm.

5.3. Deontology.

Deontology is an ethical system that stresses moral rules and principles and focuses on obligations and rights (Kizza J. M., 2016). Deontological analysis in computer ethics may entail determining if a particular technology contradicts fundamental moral principles or obligations, such as the right to privacy or the need to respect the autonomy of others.

5.4. Virtue ethics.

The necessity of cultivating and exhibiting moral characteristics such as honesty, integrity, and compassion is emphasized in virtue ethics (Kizza J. M., 2016). Virtue ethics can be used in computer ethics to assess the moral character and intentions of individuals or organizations involved in the development or use of technology.

5.5. Social contract.

The importance of reciprocal agreements and obligations between individuals and society is emphasized in social contract theory (Kizza J. M., 2016). Social contract theory can be used in computer ethics to assess whether the development or usage of a given technology is consistent with societal norms, values, and expectations.

5.6. Framework for carrying out ethical analysis.

Identifying the ethical issue, gathering relevant facts and information, identifying stakeholders and their interests, considering ethical theories and principles, evaluating potential options and consequences, and making a decision or taking action are all steps in an ethical analysis framework in computer ethics (Kizza J. M., 2016). It is critical to assess the potential implications of a given action or decision, as well as the potential influence on various stakeholders and their rights and interests, throughout this process.

6. Application of ethics

Due to advancements in technology, ethics play a very vital role as technology continues to advance. The following are some of the technical and social issues that throw up ethical issues, to begin with, there is privacy, cybersecurity, intellectual property, bias and discrimination, and automation, just to mention a few (Kizza J. M., 2016). Some of the issues will be explained in detail.

6.1. Privacy.

With the glowing amount of personal data collected by companies and organizations, there is an increased risk of data breaches, and unauthorized access to personal information the ethical concern here is to ensure that the data collected, and stored is used responsibly, at the same time ensuring that the privacy of individuals is respected.

6.2. Environmental impact.

The manufacture and disposal of electronic of devices and energy consumption of data centers contribute to environmental degradation, highlighting the need for sustainable practices in the technology industry.

6.3.Laws that affect the computer professional.

This section will provide a summary of the laws that influence computer professionals. As technology advances, the legal landscape that governs the use of computer systems and networks evolves, as do computer professionals. Copyright laws, patent laws, data protection laws, trademark laws, computer fraud and abuse of power, and electronic transaction laws. To begin patent law states that original works of authorship, such as software code, are protected by copyright law from unlawful reproduction or distribution. Patent law protects inventions, including software, from infringement. When designing or utilizing software that may be covered by a patent, computer professionals must be aware of patent laws.

6.4.Computing and professionalism.

One critical component of a computer professional's job is ensuring that the systems they create are secure and reliable (Kizza J. M., 2016). This involves safeguarding sensitive data and making certain that systems are not subject to hacking or other forms of criminality. When building and creating systems, computer experts must also adhere to ethical principles, such as respecting privacy and ensuring that their work does not contribute to societal inequality or other harmful repercussions.

7. Conclusion and assumptions made.

Finally, the Brightstar case study emphasizes the necessity of ethics, professionalism, and accountability in computer science. The case study demonstrates how the use of technology and IT systems may help charitable organizations achieve their goals and be a tool for positive change. However, the case study highlights the difficulties in incorporating new technologies, such as esports, into established IT systems and workflows. The case study also emphasized the necessity of ethical issues in new technology design, development, and deployment. Ethical concerns such as data privacy, security, and ethical technology use must be addressed at all phases of development. The computer professional's job is crucial in ensuring that technology is used for the greater good rather than causing harm or perpetuating inequity.

7.1. Assumptions made.

In terms of assumptions, it may be assumed that the new e-sports scholarship system will necessitate enormous resources, both time and money. It is also believed that the IT division will need to collaborate closely with the scholarship application and management teams to ensure that the new system fits their demands while also addressing any ethical or social problems that may arise. Finally, it is believed that the organization will continue to prioritize its existing scholarship programs over the new e-sports project.

In addition to the above-made assumption, it is also important to consider the potential impact of the new e-sports scholarship initiative on the organization's mission and values. While branching out into new areas can bring in new donors and attract a wider audience, it is crucial to ensure that the new venture aligns with the organization's existing goals and principles. Furthermore, there may be ethical and social considerations unique to the field of e-sports that need to be addressed, such as the potential health risks associated with prolonged gaming or the prevalence of toxic behavior within the community

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