**League Management System**

**Subject:** CSc183

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* The league management system process minimizes paper works for league organizers and saves time in hosting tournaments.

1. **Mission**

* To create a simple yet efficient, user-friendly League Management Web Application to be used freely by League organizers in need.

1. **Objectives**

* Within the 2nd week of February, the system should consist of the Authentication Module.
* Within the 3rd week of February, the system should consist of the Sport Module.
* Within the 4th week of February, the system should consist of the League Module.
* Within the 1st week of March, the system should consist of the Team Modules.
* Within the 2nd week of March, the system should consist of the Account Management Modules.
* Within the 3rd week of March, the system should consist of the Tournament Bracketing Module.

1. **Feature List**

* Login
* Logout
* Update league manager password
* Manage league entry
* Manage sport listing
* Manage team entry under a league entry
* Start tournament
* Update a tournament brackets
* Search league

1. **Feature Acceptance Criteria**

* Login
  + The user is redirected to home page and can have a full access to the system.
* Logout
  + The user is redirected to login page.
* Edit league manager account information(e.g. change username or password)
  + The league manager account information is changed (e.g. username or password), and the user is notified that changes of his/her account has been made.
* Manage league entry
  + The listing of league entries has been changed: either a league entry is created, edited, or deactivated.
* Manage sport listing
  + The listing of sports has been changed: either a sport is created, edited, or removed.
* Manage team entries under a particular league entry
  + The listing of team entries under a particular league entry has been changed: either a team entry has been added, updated, or removed under that particular league.
* Start/Initiate a league
  + The bracketing is generated and displayed in terms of teams registered in this league and type of tournament specified match (e.g. single-elimination, double-elimination and round robin) in creating the league entry.
* Update a tournament brackets
  + The information about the tournament brackets in a particular league is updated.
* Search league
  + Zero or more league is displayed in search result.

1. **Roles**
   1. League Manager – manages sport, league, team, and tournament bracketing.
   2. Guest – views league, team and player information.
2. **Role Attributes**
   1. *League Manager*
      1. Frequency of use - Everyday
      2. Domain expertise - Excellent
      3. Computer expertise - Average
      4. General goals – Convenience
   2. *Guest*
      1. Frequency of use - Occasional
      2. Domain expertise - Average
      3. Computer expertise-Average
      4. General goals-Convenience
3. **Persona**

1. *Persona for League Manager*

Kureida has been managing tournaments for around 10-15 years, she is tired of recording league information in a manual way. Creating a tournament brackets on a paper given a set of teams is too hassle and would take a lot of time. So, she wanted a system that minimizes paperwork. She hopes for a league managing system that automates the creating of tournament brackets in terms of teams participated in that tournament, and allows changes when needed.

1. *Persona for Guest*

Jalila Pauling is a sports enthusiast, and a student in MSU-IIT. She used to ask anyone in person regarding league results during the previous Palakasan, however, she finds it unreliable since there are instances when she received the wrong information. So, she would like to know a reliable information about the sports during the Palakasan without asking anyone in person. She wanted to know the flow of tournament in every sport, what are the teams participated in that tournament, and the champion. So, she hopes for a system where she can get reliable information about the league without asking just any person.

1. **User Stories**

* As a League Manager, I can log in to the system so that I can have a full access to it.
* As a League Manager, I can log out from the system so that unauthorized access will be prevented.
* As a League Manager, I want to manage league entries so that I can make changes with it.
* As a league Manager, I want to manage the sport listing so that I can make changes with it.
* As a League Manager, I want to manage team entries under a particular league so that I can make changes with it.
* As a League manager, I want to start a league so that I can update the bracketing and teams that did not register can no longer join.
* As a League Manager, I want to update the tournament brackets in a particular league so that I can report the information about a particular match in that league.
* As a League manager, I want to search a league so that I can view, deactivate, or edit its information.
* As a Guest, I want to search a league so that I can view its information.

1. **Story Acceptance Criteria**

* *As a League Manager, I can log in to the system so that I can have a full access to it*.
  + The league manager is redirected to home page, the league manager can have a full access to the system.
* *As a League Manager,* *I can log out from the system so that unauthorized access will be prevented.*
  + The league manager is redirected to login page.
* *As a league Manager, I want to manage the sport listing so that I can make changes with it.*
  + The listing of sport entry has been updated.
* *As a League Manager, I want to manage league entries so that I can make changes with it.* 
  + The listing of league entries has been updated.
* *As a League Manager, I want to manage team entries under a particular league so that I can make changes with it.*
  + The listing of team entries under a particular league entry has been updated.
* *As a League manager, I want to start a league so that I can update the bracketing and teams that did not register can no longer join.*
  + The bracketing is generated with the number of registered teams.
* *As a League Manager, I want to update the tournament brackets in a particular league so that I can make changes with it.*
  + The information about the tournamentbrackets in a particular league is updated.
* *As a League manager, I want to search a league so that I can view, delete or edit its information.*
  + Zero or more league entries are displayed in search result.
* *As a Guest, I want to search a league entry so that I can view its information.*
  + Zero or more league entries are displayed in search result.

1. **Use Cases**

**USE CASE 1**

**Name:** *Login*

**Description:**The league manager logs in to the system.

**Actor:**League Manager

**Pre-condition:**The league manager has a default account.

**Post-condition:**The league manager is redirected to the management page.

**Main Course:**

1. The league manager inputs his/her username and password.

*Exceptions*:

* 1. The league manager inputs invalid username or password.
     1. The error message “invalid username or password” appears.
     2. Repeat step 1.

1. The league manager is redirected to management page.
2. The use case exits

**USE CASE 2**

**Name:** *Logout*

**Description:**The league manager logs out from the system.

**Actor:**League Manager

**Pre-condition:**The league manager is logged in to the system.

**Post-condition:**The league manager is in the login page.

**Main Course:**

1. The league manager clicks the logout button.
2. The league manager will be redirected to the login Page.
3. The use case exits.

**USE CASE 3**

**Name:** *Edit league manager password*

**Description:**The league manager edits his password.

**Actor:**League Manager

**Pre-condition:**The league manager is in the home page.

**Post-condition:**The league manager’s password is updated.

**Main Course:**

1. The league manager types his old password; the new password must be entered twice.
2. The league manager clicks the *Change Password* button.

*Exceptions*:

* 1. The current password is incorrect.
     1. An error message “The Current password is incorrect” will appear.
     2. Repeat step 1.
  2. The new password field is blank.
     1. An error message “The New Password is required” will appear.
     2. Repeat step 1.
  3. The two new passwords inputted by the user do not match.
     1. An error message “The Password doesn’t match” will appear.
     2. Repeat step 1.

1. The system will update the league manager’s password.
2. The league manager is then notified that he/she updated his/her password.
3. The use case exits.

**USE CASE 4**

**Name:** *Manage league*

**Description:**The league manager manages the league entries.

**Actor:**League Manager

**Pre-condition:**The league list is either empty or contains league data.

**Post-condition:**The listing of league entries has been updated.

**Main Course:**

1. The league manager clicks the league navigation bar.
2. The league manager clicks a particular league entry.

*Alternative:*

* 1. The league manager clicks the *Create New League* button.
     1. Execute **Alternative flow 4A**.

1. The league manager clicks the *Edit Information* button.

*Alternative:*

* 1. The league manager clicks the *Deactivate This League* button.
     1. Execute **Alternative flow 4B**.

Exceptions:

* 1. The league has already started where it violates the business rule (2).
     1. An error message “League has already started” will appear.
     2. The league manager is redirected to *Tournament brackets* page.
     3. Use case exits.

1. The league manager edits the league information.
2. The league manager clicks the button.

*Exceptions:*

* 1. One of the league’s required field is changed to blank.
     1. An error message “The field is required” will appear.
     2. Repeat step 4.
  2. The league name is changed to a name where it violates the business rule (1).
     1. An error message “League name already exist in this sport” will appear.
     2. Repeat step 4.

1. The system will update the information about the league.
2. The user will receive a notification that he/she updated a league information.
3. The use case exits.

**Alternative flow 4A:**

* 1. The league manager will input all the necessary/required information about the league (e.g. league name, type of sport, type of tournament, and deadline of team registration)
  2. The league manager clicks the *Create* button.

*Exception:*

* + 1. One or more of the necessary/required field is blank/unspecified.
       1. An error message “Fill out this field” will appear.
       2. Repeat step 1.
    2. The league manager entered a league name where it violates the business rule (1).
       1. An error message “League name already exist within this sport” will appear.
       2. Repeat step 1.
  1. A new league entry is recorded into the system.
  2. The league manager is then notified that he/she created a new league.
  3. The use case exits.

**Alternative flow 4B:**

1. The confirmation box will appear.
2. The league manager clicks the *Confirm* button.
3. The system will deactivate the league.
4. The use case exits.

**Business Rule:**

1. A league name is unique within the sport but can be used again in other league with different sport.
2. A league’s information can only be edited when the league when the league hasn’t started yet.

**USE CASE 5**

**Name:** *Add Sport*

**Description:**The league manager adds a new sport to the sport listing.

**Actor:**League Manager

**Pre-condition:**The sport list is either empty or contains sport entries.

**Post-condition:**A new sport is added to the sport list.

**Main Course:**

1. The league manager clicks the “Add Sport” button.
2. A dialog box will appear.
3. The league manager enters a sport name in the dialog box.
4. The league manager clicks the “Add” button.

*Exceptions:*

* 1. The sport name has existed in the database.
     1. An error message “Sport name already exist” will appear.
     2. Repeat step 3.
  2. The league manager inputs a blank sport name.
     1. An error message “Sport name must be filled”.
     2. Repeat step 3.

1. A new sport is recorded into the system.
2. The League manager is notified that he/she added a sport in the sport list.
3. The use case exits.

**USE CASE 6**

**Name:** *Manage team*

**Description:** The league manager manages the team entries under a league entry.

**Actor:**League Manager

**Pre-condition:**

1. A league entry exists.
2. The league hasn’t started and/or ended yet.

**Post-condition:**The team listing is updated**.**

**Main Course:**

1. The league manager clicks the league entry in the league list.
2. The league manager clicks a particular team entry under that league entry.

*Alternative:*

* 1. The league manager clicks the *Add Team* button.
     1. Execute **Alternative flow 6A**.

1. The league manager clicks the *Edit Information* button.

*Alternative:*

* 1. The league manager clicks the *Unregister This Team* button.
     1. Execute **Alternative flow 6B**.

1. The league manager edits the team information.
2. The league manager clicks the 'Update' button.

*Exceptions:*

* 1. One of the team’s required field is changed to blank.
     1. An error message “Fill out this field” will appear.
     2. Repeat step 4.
  2. The team name is changed to a name where it violates the business rule (1).
     1. An error message “Team name already exist in this league” will appear.
     2. Repeat step 4.

1. The system will update the information about the team entry.
2. The use case exits.

**Alternative flow 6A:**

1. The league manager will input all the necessary/required information about the team (e.g. team name, coach’s first name and last name, and the team’s description)
2. The league manager clicks the *Add* button.

*Exception:*

* + 1. One or more of the necessary/required field is blank/unspecified.
       1. An error message “Fill out this filled” will appear.
       2. Repeat step 1.
    2. The league manager entered a team name where it violates the business rule (1).
       1. An error “Team name already exist in this league” will appear.
       2. Repeat step 1.

1. The league manager is then notified that she created a new team.
2. The use case exits.

**Alternative flow 6B:**

1. The confirmation box will appear.
2. The league manager clicks the *Confirm* button.
3. The use case exits.

**Business Rule:**

1. A team name is unique within the league but can be used again in other league

**USE CASE 7**

**Name:** *Start/Initiate league*

**Description:**The league manager starts a league.

**Actor:**League Manager

**Pre-condition:**The league has at least 2 teams registered in it.

**Post-condition:** The Tournament brackets is generated. Teams can no longer register into this league.

**Main Course:**

1. The league manager clicks the league in the league list that he/she wants to start.

*Exceptions:*

* 1. The league has already started.
     1. Use case exits.

1. The league manager clicks the *Start League* buttons.
2. The league manager is redirected to *Tournament bracket* page.
3. The use case exits.

**USE CASE 8**

**Name:** *Update a tournament brackets*

**Description:** The league manager updates the information about the tournament brackets.

**Actor:**League Manager

**Pre-condition:**The league has already started but not ended yet.

**Post-condition:** The information about the tournament brackets is updated.

**Main Course:**

1. The league manager clicks a league in the league list that he/she wants to update.
2. The league manager clicks the *Update Tournament brackets* buttons.
3. The league manager inputs the information about a particular match (scores of 2 teams) in the tournament brackets to decide who wins in that match in order to proceed to the next match.
4. Repeat step 3 until the tournament ends.

*Alternative:*

* 1. The league manager clicks the *Submit* button.
     1. The use case exits.

1. The league manager clicks the *Submit* button.
2. The use case exits.