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# Software Requirements Specification

# for

# PlayZone

Version 1.0 approved

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Table of Contents

Table of Contents [ii](#__RefHeading___Toc441230970)

Revision History [ii](#__RefHeading___Toc441230971)

1. Introduction [1](#__RefHeading___Toc441230972)

1.1 Purpose

[1](#__RefHeading___Toc441230973)

1.2 Document Conventions [1](#__RefHeading___Toc441230974)

1.3 Intended Audience and Reading Suggestions [1](#__RefHeading___Toc441230975)

1.4 Product Scope [1](#__RefHeading___Toc441230976)

1.5 References [1](#__RefHeading___Toc441230977)

2. Overall Description [2](#__RefHeading___Toc441230978)

2.1 Product Perspective [2](#__RefHeading___Toc441230979)

2.2 Product Functions [2](#__RefHeading___Toc441230980)

2.3 User Classes and Characteristics [2](#__RefHeading___Toc441230981)

2.4 Operating Environment [2](#__RefHeading___Toc441230982)

2.5 Design and Implementation Constraints [2](#__RefHeading___Toc441230983)

2.6 User Documentation [2](#__RefHeading___Toc441230984)

2.7 Assumptions and Dependencies [3](#__RefHeading___Toc441230985)

3. External Interface Requirements [3](#__RefHeading___Toc441230986)

3.1 User Interfaces [3](#__RefHeading___Toc441230987)

3.2 Hardware Interfaces [3](#__RefHeading___Toc441230988)

3.3 Software Interfaces [3](#__RefHeading___Toc441230989)

3.4 Communications Interfaces [3](#__RefHeading___Toc441230990)

4. System Features [4](#__RefHeading___Toc441230991)

4.1 System Feature 1 [4](#__RefHeading___Toc441230992)

4.2 System Feature 2 (and so on) [4](#__RefHeading___Toc441230993)

5. Other Nonfunctional Requirements [4](#__RefHeading___Toc441230994)

5.1 Performance Requirements [4](#__RefHeading___Toc441230995)

5.2 Safety Requirements [5](#__RefHeading___Toc441230996)

5.3 Security Requirements [5](#__RefHeading___Toc441230997)

5.4 Software Quality Attributes [5](#__RefHeading___Toc441230998)

5.5 Business Rules [5](#__RefHeading___Toc441230999)

6. Other Requirements [5](#__RefHeading___Toc441231000)

Appendix A: Glossary [5](#__RefHeading___Toc441231001)

Appendix B: Analysis Models [5](#__RefHeading___Toc441231002)

Appendix C: To Be Determined List [6](#__RefHeading___Toc441231003)

Revision History

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| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
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|  |  |  |  |

# Introduction

## Purpose

The main purpose of Play Zone is to make the organization of sports events across colleges and universities easier, especially when there is a huge tournament to be organized. It will auto generate the forms for team registration, and will generate the fixtures too.

## Product Scope

The scope of this project is to develop a system that simplifies the organization of sports events for universities and colleges. This system is intended for audience that is interested in organizing sport events or interested in participating in sports events without too much hassle. Opting for this will save time, and a lot of paper work, while also making the event a lot more organized with auto generated fixtures and notifications.

# Overall Description

## Product Perspective

The perspective of this product is to make the organization of sports events easier by saving time and paper work. The main intention of this is to simplify the way sports events across colleges are organized and managed, which will save a lot of time and paper work.

## Product Functions

This product lets the user organize events and/or lets them to join events depending on their account type.

There are several user groups, mainly:

* Administrator
* Moderator
* Organizer
* College Coach
* College student

Each group has various functions.

The user groups available to the interested audience are:

1. **Organizer**: For creating and managing events.
2. **College coach**: For managing teams.
3. **College student**: For receiving notifications and responding to them.

## User Classes and Characteristics

This product involves the following user classes:

1. **Administrator**: Will monitor and fix if any bugs are to be found on the server side.
2. **Moderator**: Will analyze the content to make sure everything that is generated is valid and accurate.
3. **Organizer**: Will host the event and will have the option to generate fixtures.
4. **College coach**: Will have the option to register the team.
5. **College student**: Will receive notifications regarding the event and also will receive details about their performance.

## Operating Environment

The software will run on the Android platform and any other platform powered by Android. (Android \*)

# External Interface Requirements

* 1. **user interfaces**

## 

## Hardware Interfaces

The application will run on Android platform, which will make calls to the HTTP server for accessing the data from the database.

## Software Interfaces

The application is limited to Android platform as it is designed using Android SDK tools.

## Communications Interfaces

The application will makes calls to a HTTP server to access the database.

# System Features

This product will simplify the process of organizing a sports event.

## Event creation

The application will let the organizers create a sports event and will notify the people who are interested in the particular event, be it sponsors, students, coaches etc.

## Notifying the appropriate user group

## Once the event is created, the application will notify the respective user groups, about the event and its’ details.

## Responding to the events created

Appropriate user groups can choose to respond to the notifications.

## Auto generation of fixtures

The application will auto generate fixtures once all the teams register.

## Match results

The application will send the match results to the appropriate user groups.