**Business Requirement of Football Player Ability Analysis System**

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Project 1

**BUSINESS REQUIREMENTS: (NOUNS AND VERBS)**

The **Football Player Ability Analysis System** is designed to assist football scouts, managers, and agents in evaluating player attributes, identifying ideal candidates for specific tactical needs, and creating insightful ability comparison reports. This system aims to streamline the talent identification process and enhance decision-making through structured data analysis. It will allow scouts to import and manage player ability data, automate classification of players into different roles, enable managers to search, filter, and identify players based on custom tactical requirements, and provide agents with tools to generate ability comparison reports to enhance player visibility.

Key stakeholders include football scouts responsible for importing and evaluating player data, club managers looking to find suitable players based on tactical preferences, player agents who want to showcase their clients' strengths, and system administrators who maintain and ensure the system’s functionality.

The main business objectives of the system are to improve player scouting efficiency by providing a structured and streamlined method for collecting and analyzing player data, enhance recruitment decision-making by enabling managers to find players that fit their tactical requirements, increase player market visibility through ability comparison reports, and provide data-driven insights through statistical models for objective player evaluations.

**Functional Requirements**

Scouts can import data on over ten player attributes across three dimensions: technical (passing, dribbling, shooting, tackling, etc.), physical (speed, stamina, strength, agility, etc.), and mental (vision, composure, work rate, decision-making, etc.). The system must support CSV/Excel file uploads, manual data entry, and data validation. Players will be automatically classified into three main roles—attacker (strikers, wingers), midfielder (playmakers, defensive midfielders), and defender (center-backs, full-backs). Role-based weightings will be applied for evaluation, and an adjustable scoring system will be provided.

Managers can filter and search for players based on tactical needs, utilizing custom filtering options such as position, skill rating, age, market value, and other key metrics. Additionally, the system will include AI-based recommendations to suggest the best-fit players. Agents will be able to create ability comparison reports, allowing for side-by-side comparisons with graphical insights. These reports will be exportable in PDF and other shareable formats.

User roles and access control will ensure different permission levels for scouts, managers, agents, and administrators. The system must provide security features such as data privacy and encryption, support scalability for handling large datasets, maintain high performance with fast search and recommendation responses, and have an intuitive UI/UX for easy navigation and data visualization.