URS

synthesysAssigment

Document versioning

Version	Description	Date	Author
1.1	• First version of the document	13-05-2022	Radoslav Radev
1.2	• use cases refactoring	17-05-2022	Radoslav Radev
1.3	• document restyling	23-05-2022	Radoslav Radev

Agreements with client

The stakeholders of this project are student **Radoslav Radev** as well as tournament organizer company *DuelSys Inc.*

Meetings on weekly bases.

Functional requirements

The project is an autonomous software solution for tournament management

Core Features

Features include:

- *FR-01: Staff members must be able to manage (CRUD) the tournaments*

- *FR-02: Athletes should be able to make an account*

- *FR-03: Athletes should be able to register for a tournament*

- *FR-43: Stuff members must be able to generate tournament`s schedule*

- *FR-04: Stuff members should be able to register tournament results in the system*

- *FR-05: Any interested party should be able to retrieve information about any given tournament*

Major Feature
Feature includes:

- *FR-06: Support multiple tournament systems*

Minor Features
Feature includes:

- *FR-10: Generate player profile*

Desktop application Use Cases

UC-1: User wants to log in
- **Actor:** Staff member
- **Trigger:** Open application
- **Main Success Scenario:**
  1. System requests for a username and a password
  2. The user enters their username and password
  3. The user confirms the action
  4. The system approves the credentials and opens a new window
- **Extensions:**
  3a: The provided information is insufficient
  .1: System displays an error message
  .2: Return to MSS step 1
  3b: The provided information is incorrect
  .1: System displays an error message
  .2: Return to MSS step 1

UC-2: User wants to create a tournament
- **Actor:** Staff member

- Pre-condition: Actor is logged in as a staff member (UC-1)

- **Main Success Scenario**

    1. **The user navigates to the "Tournament" section.**
    2. **System requests details for the new tournament.**
    3. **The actor selects Sport.**
    4. **The actor selects tournament gender**
    5. **The actor types out an event description**
    6. **The actor selects the start and end dates of the tournament**
    7. **The actor selects the min. and max. amount of players**
    8. **The actor types the tournament location address**
    9. **The actor selects a tournament system**
    10. **The actor confirms the creation.**
    11. **The system displays a confirmation message.**
- **Extensions**

    4a. The provided information is insufficient
    > .1: The system displays an error message.
    > .2: Return to MSS step 2.

    4b. One or more fields are empty
    > .1: The system displays an error message.
    > .2: Return to MMS step 2.

UC-3: User wants to update tournament details

- **Actor:** Staff member

- Pre-condition: Actor is logged in as a staff member (UC-1)

- **Main Success Scenario**

    1. **The user navigates to the "Tournament" section**
    2. **The user clicks on the desired tournament in the list of all tournaments**
    3. **The actor edits existing information.**
    4. **The actor confirms the change.**
    5. **System displays a confirmation message**
- **Extensions**

    5a. One or more fields are empty
    > .1: System displays an error message
    > .2: Return to MSS step 3

    5b. The information is insufficient
    > .1: System displays an error message
    > .2: Return to MMS step 3

UC-4: User wants to delete a tournament

- **Actor:** Staff Member
- Pre-condition: Actor is logged in as a staff member (UC-1)
- **Main success scenario:**

    1. The user navigates to the "Tournament" section

2. The user clicks on the desired tournament in the list of all tournaments
3. The system displays the information about the chosen tournament
4. The user confirms the deletion
5. The system displays a confirmation message
- **Extensions**

    4a. the tournament matches have already been played

        .1: System displays an error message stating the the tournament cannot be deleted

        .2: Return to MSS step 3

UC-5: User wants to fill out tournament match results

- **Actor:** Staff member
- Pre-condition: Actor is logged in as a staff member (UC-1)
- Pre-condition: Tournament is in progress
- **Main success scenario:**
  1. The user navigates to the "Game" section
  2. The user clicks on the desired tournament in the list of all tournaments
  3. System displays the schedule of all matches in the tournament
  4. The user fills out the match results
  5. The user confirms the action
- **Extensions:**

    2a The players registered for the set tournament haven't reached the minimal

        .1 System displays an error message

        .2: Return to MSS step 2

    5a. One or more fields are empty

        .1: System displays an error message

        .2: Return to MSS step 2

    5b. The match result is over 30

        .1: System displays an error message

        .2: Return to MMS step 2

    5c. The information is insufficient

        .1: System displays an error message

        .2: Return to MMS step 2

Web application Use Cases

UC-1: Athlete wants to log in

- **Actor:** athlete

- **Trigger:** Open website`s login page

- **Main Success Scenario:**

1. System requests for a username and a password
2. The user enters their username and password
3. The user clicks the Login button
4. System approves the credentials and opens a new window

- **Extensions:**

  3A: The provided information is incorrect

  .1: System displays an error message

  .2: Return to MSS step 1

UC-2: Athlete wants to Register in

- **Actor:** Athlete

- **Trigger:** Clicks create an account in Login page

- **Main Success Scenario:**

  1. System requests for details for account creation
  2. The athlete enters required details
  3. The athlete confirms the action
  4. System approves the credentials and redirects the customer to the home page

- **Extensions:**

  3a: The username is already in use

  .1: System displays an error message

  .2: Return to MSS step 1

  3b. The inputted data is incorrect

  .1: System displays an error message

  .2: Return to MMS step 1

UC-3: User wants to log out

- **Actor:** Athlete
- **Pre-condition:** Actor is logged in (UC-1)
- **Main success scenario:**
  1. The Athlete clicks on the logout button in the navbar
  2. The system redirects the athlete to the home page

UC-4: Athlete wants to join a tournament

- **Actor:** Customer
- **Pre-condition:** Actor is logged in (UC-1)
- **Main success scenario:**
  1. The user navigates to the "SignUpForTournament" page
  2. System displays all available tournaments
  3. The user attends the wanted tournament by pressing the "Join" button
- **Extensions:**

  3a. The user can`t attend a tournament because it's 7 days before the tournament

  .1: tournament`s join button is graded out

  .2: Return to MSS step 2

UC-5: User wants to leave a tournament

- **Actor:** Customer
- **Pre-condition:** Actor is logged in (UC-1), Actor is attending a tournament (UC-11)

- **Main success scenario:**
    1. The athlete navigates to the "SignUpForTournament" page
    2. System displays all available tournaments
    3. The athlete leaves the tournament by pressing the "UnJoin" button beside the tournament
    4. athlete is removed from the tournament
- **Extensions:**
    3a. The tournament date is less than a week from the current time
        .1: The system displays an error message.
        .2: Return to MSS step 2.

UC-6: User wants to see results of an already played tournament

- **Actor:** User
- **Pre-condition:** Actor is logged in (UC-1)

- **Main success scenario:**
    1. The actor navigates to the "TournamentOverview" page
    2. System displays all tournaments
    3. The user searches the wanted tournament
    4. The user clicks "Results" on the wanted tournament
    5. System displays the results of a wanted tournament
- **Extensions:**
    4a. The tournament has not been completed and the minimum amount of players has been reached
        .1: System Replaces "Results" with "Schedule" button
        .2: Return to MSS step 4.
    5a. The tournament has not reached the minimum number of contestants
        .1:.1: System Replaces "Results" with a graded out "Schedule is not jet available" button
    6a. The tournament has been canceled
        .1: System Replaces "Results" with a graded out "Tournament has been canceled" button
        .2: Return to MSS step 4