# CPlayer App Case Study

| 1 | Name of the Project | CPlayer App |
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| 2 | Objective/ Vision | Build a cricket player app to search cricket players and add them to the favourite list. Create a Dashboard view with two sections -  Display Favorite, Player statistics https://cricketdata.org/ one under the other.<br>- This Dashboard is the default view to be shown.<br>- The 3 sections are:<br>    - Favorite<br>    - Player statistics<br>- View All Favorite players under Favorite section<br>- Display all Player statistics under Player statistics section |
| 3 | Users of the System | All Internet users |
| 4 | Functional Requirements | 1) Search a player and add to favorite list<br>2) Player Statistics - Display Player statistics under Player statistics section |
| 5 | Non-functional requirements | 1. App should be accessible from any location with access to the Internet.<br>2. App should be responsive to display consistently across multiple device screens.<br>3. App should have an intuitive UI that can be operated by novice-expert Internet users |
| 6 | Tools and Technologies to be used | 1. VCS            : Gitlab<br>2. Middleware :  Spring Boot<br>3. Frond end    :  Spring MVC<br>4. Data Store   :  MySQL<br>5. Testing        :  JUnit |