/FR10/ User Authentication:
   ∖ Users must be able to sign up or log in to the application using a valid username and password.
   ∖ After enetering usernmame and password user will be authorized by his/her role either as admin, coach or spectator.
/FR20/ User Registration:
   ∖ During registration, users must provide a valid username and password.
   ∖ Only spectators can register on the web site.
   ∖ Optionally, users may be prompted to enter an email address for enhanced security measures.
/FR30/ Home Screen:
   ∖ Upon successful authentication, users will be roled as spectators and after that they can do operations granted to that role.
      ∖ Admin:
         /FR301/ Create players
         /FR302/ Create teams
         /FR303/ Create events
         /FR304/ View created players
         /FR305/ View created teams
         /FR306/ View created events
         /FR307/ Update Players
         /FR308/ Update Teams
         /FR309/ Update Events
         /FR310/ Delete Players
         /FR311/ Delete Teams
         /FR312/ Delete Events
         /FR313/ Access user guidelines ("How to" section)
      ∖ Coach:
         /FR314/ View All Players
         /FR315/ View All Events
         /FR316/ View Players of the coaching team
         /FR317/ View events in which the team of the coach takes participation in
         /FR318/ Coaches should be able to make players substitution
         /FR319/ View Score of the Active Event
         /FR320/ Access user guidelines ("How to" section)
      ∖ Spectator:
         /FR321/ View Players
         /FR322/ View Events
         /FR323/ View Score of the Active Event
         /FR324/ Access user guidelines ("How to" section)
/FR40/ Player Management:
   ∖ Admins must be able to create players by providing first name, last name, and optionally, assign them to a team with a specified player number indicating the playing position.
/FR50/ Team Management:
   ∖ Admins should be able to create teams by setting a team name, assigning coach and adding players to the team.
/FR60/ Event Management:
   ∖ Admins must be able to create events by specifying the event name, selecting two opposing teams, and setting the starting date and time for the event.
/FR70/ Game Management:
   ∖ During an event, Admins should have the ability to pause/resume the game if game rules are violated.
   ∖ Admins should be able to assign points to each team during the event.
   ∖ When the game is finished, Admins must be able to announce the winner based on the points accumulated by each team.
/FR80/ Viewing lineups:
   ∖ Spectators and Coaches alike must be able to view players lineups by simply viewing the list of players which are playing the active event in both teams.
   ∖ Both spectators and coaches must be able to view score during an event.