Volleyball Manager

Version 1.0

Revision History

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# Introduction

The purpose of this document is to collect, analyze, and define high-level needs and features of the Volleyball Manager. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Volleyball Manager fulfills these needs are detailed in the use-case and supplementary specifications.

The introduction of the Vision document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this Vision document.

## Purpose

The main purpose of this Vision document is to describe a database application for the volleyball fans.

## Scope

This application it’s a perfect one for volleyball fans but also it’s useful for coaches. This application provide informations about a volleyball player like height, wheight, play team, etc. On the other hand if a coach want to transfer a player he can search him and if it’s available he can make an offer. When a player change his status to avaible, interested coaches are notified.

## Definitions, Acronyms, and Abbreviations

In my application I will use MySQL Workbench, JVM for Java. SQL means Structured Query Language, and JVM is Java Virtual Machine.

## References

## Overview

This application will try to help the volleyball fans to find easier when their favorite team play a match or information about each player. Also will help coaches to make transfers and players to find a team.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | Find a team |
| affects | Volleyball players |
| the impact of which is | Spending a lot of time to find a new team |
| a successful solution would be | An application that help players to find a team quickly |

## Product Position Statement

|  |  |
| --- | --- |
| For | Volleyball fans,coaches and players |
| Who | Want to find an information, make transfers and find a new team |
| The (product name) | Is a software application |
| That | Inform coaches if a player is available, and provide information about him and his achievements |
| Unlike | Currently available application |
| Our product | Provides a simple way to make transfers |

# Stakeholder and User Descriptions

Design and implement a database application for the volleyball fans. The application should have two types of users:

-a regular user

-an administrator user(which have to provide a username and a password in order to use the application)

## Stakeholder Summary

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Software Architect | This stakeholder is a primary lead in the development of the volleyball site | Responsible for overall architecture of the system, and guides overall design and implementation of system |
| Project Manager | This stakeholder leads development of the Supermarket Manager. | Plans, manages and allocates resources, decides priorities, coordinates interactions with customers and users, and keeps the project team focused. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Regular user | anyone |  | Self |
| Administrator user |  | * CRUD on players * CRUD on teams * CRUD on matches | Self |

## User Environment

The users will use the application anywhere. The number of people that can use the application is unlimited. An unique constraints can be the internet connection. In our days are used Windows,Linux platforms.

# Product Requirements

To implement this application I will need a computer and choose a programming language(Java) that can have a connection with the SQL Server(for creating a database).