Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 20/03/2017 | 1.0 | An application for management sports events which can be used by participants and by events’ coordinators. | Ilies Alina Denisa |
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# Introduction

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

## Purpose

The purpose of the document is to inform the user (client) about the application, without details or technical terms. It is used to create an overview idea of the project.

## Scope

The scope of the project is to facilitate and to offer an efficient system for users. It will offer a friendly interface, so the user can access easy the information about every event. All the information will be saved in database for persistence.

## Definitions, Acronyms, and Abbreviations

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| SQL | Abbreviation for Structured Query Language = a standardized programming language used for managing relational databases and performing various operations on the data in them. | Abbreviation |  |
| DB | Abbreviation for Database = a structured set of data held in a computer, especially one that is accessible in various ways. | Abbreviation |  |
| JDBC | Abbreviation for Java Database Connectivity is an application program interface ([API](http://searchexchange.techtarget.com/definition/application-program-interface)) specification for connecting programs written in [Java](http://searchsoa.techtarget.com/definition/Java) to the data in popular [database](http://searchsqlserver.techtarget.com/definition/database)s. | Abbreviation |  |

## References

* *Project\_Glossary*
* *Project\_SupplementarySpecification*
* *Project\_UseCaseModel*

## Overview

The rest of the document contains a Positioning section, in which is a problem’s description and the category of persons who are interacting with it. Also, the document describe the stakeholders and users. In the end, a Product Requirements section is presented for specification the minimum requirements of the system.

# Positioning

## Problem Statement

|  |  |
| --- | --- |
| The problem of | A full attendance list for a football game and not having possibility to attend it. |
| Affects | Normal user and event coordinator. |
| the impact of which is | Time or other resources wasted. |
| a successful solution would be | Sending a mail when the event is created in order to join it in time. |

## Product Position Statement

|  |  |
| --- | --- |
| For | Users |
| Who | Want to join sports events (football, volley, tennis, etc). |
| The Sports Club Management Application | Is a Web Application. |
| That | Provides a way to create, view and join events. |
| Unlike | The way of creating a document with persons who attend a football game for example. |
| Our product | Facilitate the process of creating such events. |

# Stakeholder and User Descriptions

[To effectively provide products and services that meet your stakeholders’ and users' real needs, it is necessary to identify and involve all of the stakeholders as part of the Requirements Modeling process. You must also identify the users of the system and ensure that the stakeholder community adequately represents them. This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed.]

## Stakeholder Summary

[There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)]

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Sports Manager | The person who own the avenue, events and sport equipments. | To be sure that the system works correctly and all users can use it. |

## User Summary

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| Event coordinator | They interact with application by adding events, setting locations, setting limits of participants | Add events and information about them in database  *Update events*  *Give user roles to see or update some events.* | Sports Manager |
| User(Player) | Is the person who wants to see or join an event. | Visualize all the events on his interest  *Join event*  *See attendance list* | Sports Manager |

## User Environment

The application can be access anytime. The event coordinator can create an event and mails are sent to all the people interested in it in order to join it. The event coordinator set the location of the event and the maximum number of people who can join it.

The system can be used from browser.

# Product Requirements

* A personal computer
* *Internet access*
* *A keyboard and a mouse in order to complete fields and select various options.*