NBA Game Ticket App

Table of Contents

1. Introduction 4

2. Non-functional Requirements 4

2.1 Availability 4

2.2 Performance 4

2.3 Security 4

2.4 Testability 4

2.5 Usability 4

3. Design Constraints 4

# Introduction

This document captures the system requirements that are not readily captured in the use cases of the use-case model, including quality measurements.

# Non-functional Requirements

## Availability

The NBA Game Ticket web application should be available most of the time, given that there are no issues.

## Performance

The response time of any action on the web application should be not over 5 seconds, considering a stable internet connection.

## Security

A valid login is needed in order to make changes and the user can make changes only for himself, even if the others will be notified as well.

## Testability

There will be a set of unit tests ran during the development process.

## Usability

The webpage will be accessed via a browser which is installed by default on any operating system.

# Design Constraints

The system must be a web application(either Spring Boot or NodeJS). The user interface can either be rendered server side(e.g. Tymeleaf) or client side(e.g. Angular). Data is stored in a database and data access is done via ORM(JPA).