Requirements Definition

*Auction System*

1. **Introduction and Context**

*This is a brief introduction to the purpose system that describes the environment or context of the proposed system, the problem it addresses, and how the proposed system will solve that problem. It should be less than a page. A couple of paragraphs to a ½ of page would be sufficient in most cases. For the most part, this description should be very similar to the project over in the project plan.*

This project aims to build a system for running an auction at a school or church activity.

The auction system will be for managing a live event, not running an online auction like e-bay. It aims to replace paper voting with a mobile phone system so that people can know what they’ve spent so far and will also help tally the results at the end of the night. The system will support both a silent auction and a live auction and be capable of running on a PC (for an administrator) and iOS and Android mobile devices.

1. **Users and their Goals**

*This section contains identifies of the users of the proposed system and their goals, illustrated and supported by Use Case diagrams. Here “users” is a broad term that could include other software systems.*

1. **Functional Requirements**

*This section contains requirements or constraints on the functioning of the proposed system, written in a way that doesn’t pre-suppose “how” the system will accomplish those requirements. The requirements should be organized in a hierarchy of increasing specificity and presented in outline form so they are easy to reference. Each requirement must stand on its own because it could be referenced or quoted in other documents without the benefit of contextual information. Where appropriate, the requirements could include statements about of the rationale (motivation) and/or priority (importance to the client.)*

**3.1** - *Admin Capabilities* - The system must allow an administrator/s to add, subtract, and audit auctions. This is necessary to facilitate an auction and ensure that that the auction runs smoothly.

**3.1.1** - *Add Items to an auction*. This includes, but is not limited to: setting start prices, time limits, adding photos, and setting a minimum bid price. This will support manual data entry through the system provided.

**3.1.2** - *Remove items from an auction*. Removing an item from an auction may be necessary when duplicates are found or other problems arise. This removal process will permanently delete the item from the database.

**3.1.3** - *Hide items from an auction*. There may be times that an item may be in a process of information editing. This will necessitate the ability to show or hide it from the main auction.

**3.1.4** - *Show items*. This effectively starts the auction. People are allowed to bid on the items the moment that it is shown.

**3.1.5** - *Edit items.* If there is a mistake in the original data entry or more information is acquired, a item may need to be edited.

**3.1.5.1** - *Add pictures*. This is the process of adding images to an item.

**3.1.5.2** - *Remove pictures*. The application must give the admin an easy way to remove a picture.

**3.1.5.3** - *Change item description*. The item description may be changed.

**3.1.5.4** - *Change starting bid*. The starting bid may only be changed if the item has not had a bid placed upon it. In the case that there is a previous bid, the administrator must delete the current item and make a new one in order to change a starting price. If there has been no previous bid the admin is allowed to change the start price.

**3.1.6** - *Declare winner.* The system will already declare a winner, but the administrator will have the ability to change the winner to a different bidder if the winner cannot pay or other circumstances arise. This can also happen when an auction item is closed before the advertised time.

**3.1.7** - *See user profiles*. The administrator must have the ability to view user information including but not limited to name, bidding number, items won, total spending, and all bids.

**3.1.8** *End an auction*. There may be times when the time and date entered at starting the auction is incorrect. This may be adjusted or the auctioneer may call the auction at any time and award the highest bidder the item.

**3.1.9** *Remote registration*. The administrator must be able to add user profiles and change them.

**3.2** - *User Capabilities*

1. **Non-functional Requirements**

*This section contains requirements that describe and/or constrain the development process. For example, a non-functional requirement may state that development will follow an Agile method with weekly iteration meetings.*

1. **Future Features**

*This section contains a list of ideas or features that are beyond the scope of the project.*

1. **Glossary**

*This section contains a list important terms and their definition.*