|  |  |
| --- | --- |
| **ID** | **Requirements** |
| **1** | A login facility. |
| **2** | A facility to keep track of funds, how they are allocated and where they can be applied. |
| **3** | When the facility for fundraising activities is ported to the new system a category should be added for e-sports donors. |
| **4** | The system should be fast and responsive. |
| **5** | The system should allow for communication with businesses, individuals, and other sources of donations. |
| **6** | The system should support events planning. |
| **7** | The system should facilitate the collation of contacts and mailing lists. |
| **8** | Categorise different e-sports. |
| **9** | Consult with the scholarship application and management team and experts to find suitable criteria for each category. |
| **10** | Compile the criteria for each category into preliminary application forms. |
| **11** | There should be tools available to help choose the best candidates. Some of the current tools may work, but many would need to be developed. |
| **12** | Allow for real-time changes to be made to the application forms by the scholarship application and management team. This feature is not available on the current system and would be a great help to improve the turn-around time on requested changes. |
| **13** | Applicants should be able to track the status of their applications throughout the selection process. |
| **14** | We must be able to notify applicants whether they were successful. |
| **15** | Applicants must be able to formally accept a scholarship offer. |
| **16** | We should be able to manage active scholarships by tracking deadlines, setting up notifications and making notes on the system. |
| **17** | Remember that relevant parts of the old system need to be pulled, integrated into the prototype and tested. Don’t forget about them, they should be part of the requirements. I’m not going to list them – you should know what they are. |
| **18** | Applicants must be able to register on the system. |
| **19** | Applicants must be able to view available scholarships. |
| **20** | The system should automatically inform users of completed actions, such as registration or the successful submission of an application. |
| **21** | When applying for a scholarship the system should allow for applicants to supply context sensitive information. For example, in a real-time strategy game the number of actions per minute a player can perform is imperative. In addition, they should be able to list their accomplishments, such as tournament wins and rankings. |
| **22** | The system must be user-friendly, and it is important to convey knowledge of each genre and respect for the various electronic games, or the applicants will be reluctant to trust you. |

|  |  |  |
| --- | --- | --- |
| **ID** | **Type** | **Reason why I decide it belong to functional or non-functional requirement** |
| **1** | Functional | Because the first thing user have to do in order to use the system is to do register and login onto the website by typing username, password and click button, this will help the system to identify each person and provides suitable functions for them |
| **2** | Functional | Because there is the need of user’s actions for tracking funds and how to allocate them by entering number or click on button, without the user the system cannot do the work correctly |
| **3** | Non-functional | Because s-sports donors category is generated by the system to provides user options for that category |
| **4** | Non-functional | Because in order to be fast and responsive the system must be optimized to serve the user without making them wait, this action is done by the system itself without interaction from user |
| **5** | Functional | Because user can interact with the system by click on button for communicating with businesses, individuals, and other sources of donations |
| **6** | Functional | Because user need to type the event and click to choose the date and time in order to do events planning |
| **7** | Non-functional | To facilitate the collation of contacts and mailing lists the system has to have its routine to process in order to do the work correctly and this work does not need interaction from the user |
| **8** | Non-functional | This work can be done by the system with its algorithm to categories different s-sports without interaction form user |
| **9** | Functional | The user (Staff) has to interact with the system by typing to enter criteria for each category |
| **10** | Non-functional | With the help of appropriate algorithm, the system can compile the criteria for each category into preliminary application forms without the help from the user |
| **11** | Functional | The user can choose the best candidate by click on each of them and check their detail in order to decide of not |
| **12** | Functional | The user can edit the application form in real time by typing to the system |
| **13** | Functional | The status of the application can be generated by the system however user have to click to that option in order to view |
| **14** | Non-functional | If the applicants were successful, the system can automatically notify to them |
| **15** | Functional | To formally accept the scholarship offer, applicant can interact with the system by typing and clicking |
| **16** | Functional | By interact with the system such as clicking, staff can manage active scholarships by tracking deadlines, setting up notifications and making notes |
| **17** | Functional | All relevant parts of the old system are functional, which mean that they already used by staff and they interact lots with them |
| **18** | Functional | Applicant can register on the system by click on the register option and enter required information |
| **19** | Functional | Applicant can view available scholarships by click on the option to view the full list |
| **20** | Non-functional | All actions such as inform users of completed actions can by done automatically by the system which mean user do not have to interact with them |
| **21** | Functional | The applicants can interact with the system such as typing to provide supply context sensitive information |
| **22** | Non-functional | The work of providing user-friendly environment is done by the system and the applicants can see the result from them |