1. Requirement list

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| **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. |

2. Functional and non-functional

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| **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** | 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** | 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 |
| **8** | Functional | This work can be done by the system with its algorithm to categories different e-sports |
| **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 be 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 |

3. High requirement function

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| **ID** | **Reason why the requirement is essential for the system** |
| **1** | Login to the website is important because the organization can know exactly person to provide best offer for them and applicant can easily manage their applications. Therefore, it is important to register and login before apply scholarship |
| **2** | Keep tracking fund is necessary because if the fund is not allocated correctly the organization budget can be lost badly and can result bad reputation with applicant |
| **3** | The main purpose of new system is to be able to integrate e-sports category therefore it is the must to add this category. Also, each e-sports should categories for providing suitable scholarship |
| **5** | This is important because they are the main source of organization funding, without them there will be no scholarship to provide. It is essential to be able to communicate with them |
| **9** | Each category must have some criteria in order to choose appropriate applicant and provide them suitable scholarship, these criteria must be chosen correctly to make sure the applicant is worth for the scholarship |
| **12** | This is important because if the application forms cannot be changed in real-time it can provide inconvenient to applicant and could cause loss in organization fund |
| **14** | This will make applicants feel more comfortable because they do not have to check regularly in order to know whether they were successful or not, avoid regretful moments. The option for user to formally accept will make the experience easier |
| **17** | This system is essentially old system but with more enhanced features, therefore all relevant parts from the old system need to be applied to the new one |
| **19** | This will help the applicant easier to decide which scholarship is suitable for them, reduce the process time |
| **21** | Collecting sensitive information is important in order to choose the best scholarship offer for applicants |
| **22** | Without user-friendly interface, the user can easily be confused and may not use the system correctly, therefore making the system less attractive |

4. MoSCoW

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| **ID** | **Priority** | **Reason** |
| **1** | Must have | A login facility helps to identify each user in order to provide necessary functions to interact with, also helps to manage each user easier |
| **2** | Must have | Keep tracking funds is a must to prevent any unauthorized activities which can damaged the budget of the organization |
| **3** | Must have | E-sports category is the most important element when creating a new system therefore it must be at the top of priority list |
| **5** | Must have | Communication with businesses, individuals and other source of donation is a way to keep organization always funded in order to provides scholarship for selected applicant |
| **9** | Must have | Finding suitable criteria is essential because it helps to choose only the worthy applicant that can met all important criteria. Prevent spending funds on applicant that not willing to follow their path |
| **12** | Must have | This is a life-saver feature that must be added into new system to keep the application form always up to date and reduce time and hassle when edit them |
| **14** | Should have | While it’s not had to be done at the moment, the ability to notify applicant whether they were successful is a great feature to make the experience easier |
| **17** | Must have | Because the new system is an extension from the old one, it has to be retained all relevant parts that make the old system work properly |
| **19** | Should have | This feature while is not critical it still a nice feature to reduce time for applicant |
| **21** | Should have | This feature is not required for the system to work properly however it will help organization to choose applicant easier |
| **22** | Must have | To make the system more attractive to the applicant it must have an user-friendly interface to help them navigate to their needed option |