**Vision Document**

For a Track & Field Meet Server

Version 1.0

Submitted in partial fulfillment of the requirements of the degree of MSE

Tracy Marshall

CIS 895 – MSE Project

Kansas State University

Table of Contents

[1. Introduction 3](#_Toc454049445)

[1.1. Motivation 3](#_Toc454049446)

[1.2. Terms and Definition 3](#_Toc454049447)

[1.2.1. Server 3](#_Toc454049448)

[1.3. References 3](#_Toc454049449)

[2. Project Overview 4](#_Toc454049450)

[2.1. Project Goal 4](#_Toc454049451)

[2.2. System Context 4](#_Toc454049452)

[3. Requirements Specification 5](#_Toc454049453)

[3.1. Critical Use Cases 5](#_Toc454049454)

[3.1.1. Use Case 1 5](#_Toc454049455)

[3.2. Assumptions 5](#_Toc454049456)

[3.3. Constraints 5](#_Toc454049457)

[3.4. Environment 5](#_Toc454049458)

# Introduction

The purpose of this document is to give a brief overview of the Track & Field Meet Server (TFMS). The TFMS will provide a centralized location for organizers of a track meet to enhance the execution of the track meet for teams, officials, and spectators. This document will provide some high level goals and context for the system as well as providing critical uses cases and requirements. All of these things will act as a guide for guiding the development of the TFMS project.

## Motivation

Organizing a track meet can be extremely complex with the orchestration of athletes, judges, and spectators partaking in a vast spectrum of events. Many modern track meets have had the fortune to use modern computing technologies to aide in the execution of track meet. The TFMS will change all of this by providing a means for small schools, especially rural high schools and middle schools, as well as nonprofit youth athletic associations to host track meets aided by computer technologies.

The TFMS project aims to be a cheap solution to assisting in the efforts of hosting a track meet by providing an open source system that manages the in’s and out’s of the track meet. The TFMS will include a rich API to allow developers to write mobile applications to communicate with the TFMS and provide a portal to TFMS for athletes, officials, and spectators. This product will create a more efficient operation for track meets and will bring new excitement to the sport in exotic places that didn’t have the means to acquire higher end products to assist with track meets.

## Terms and Definition

### Server

## References

# Project Overview

## Project Goal

## System Context

# Requirements Specification

## Critical Use Cases

### Use Case 1

## Assumptions

## Constraints

## Environment