FlashScore

Vision

Version <1.0>

Revision History

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Vision

# Introduction

[The purpose of this document is to collect, analyze, and define high-level needs and features of the <<System Name>>. It focuses on the capabilities needed by the stakeholders and the target users, and **why** these needs exist. The details of how the <<System Name>> fulfills these needs are detailed in the use-case and supplementary specifications.]

[The introduction of the **Vision** document provides an overview of the entire document. It includes the purpose, scope, definitions, acronyms, abbreviations, references, and overview of this **Vision** document.]

Analyze the main requirements and establish a first architecture.

The application will aim at real-time viewing of matches in certain sports, leagues or countries. This will allow two types of users: Client or Admin. The main requirements on the Client side include:

-view the available sports, the countries in which the sport and the leagues are monitored

-visiting matches to start as well as live

-Add matches to the list of "favorites" or matches watched. In order for the application to be effective, clients will be notified in real time of the major events in the matches, whether they are logged in, or by email.

On the Admin side, the basic requirements are:

-Add, change, delete sports, countries, leagues and matches.

-Send email clients

-Automatically get a match report of that day

## Purpose

[Specify the purpose of this **Vision** document**.**]

The purpose of this document is to show clients the application as a whole, so to draw a broad overview of what is going to be implemented. The posibilities and capabilities initially thought by the developer can be analyzed, adapted, enhanced, deleted, or implemented on demand by new ones.

It also wants to explain broadly the technologies to be used, architecture, principles or different Back Patterns with their specific functionalities.

For easy collaboration, the functionality will be described using a use case, the latter being a visual technique for describing the functionality of the project.

## Scope

[A brief description of the scope of this **Vision** document; what Project(s) it is associated with and anything else that is affected or influenced by this document.]

This document is designed to make understanding of the application much easier, both in terms of functionality and the principles used.

The application to which this document will relate and which it is intended to describe is called FlashScore.

When you are logged into the application, you will be able to view different live matches, you can watch results or matches that will start from different sports, countries or leagues.

Another interesting option is to add a match to the tracking list, with users being automatically notified of major events in the match, both by email and application.

This document will also be related to the description of the principles and technologies used (Layered Architecture and Observer Pattern, SQL databases, etc.).

## Definitions, Acronyms, and Abbreviations

[This subsection provides the definitions of all terms, acronyms, and abbreviations required to properly interpret the **Vision** document. This information may be provided by reference to the project’s Glossary.]

It starts from the SQL database. SQL is a specific programming language for data manipulation in relational database manipulation systems (RDBMS), and originally is a language based on relational algebra.

It will be used for the implementation in Java, the best known and used 5 principles, summarized under the acronym SOLID (Single responsibility, Open-closed, Liskov substitution, Interface segregation and Dependency inversion).

Also, a Pattern Observer will be implemented to allow notification in certain cases described by the system.

As a final note, for easier structuring and understanding of the application, you will try to use a Layered Architecture.

## References

[This subsection provides a complete list of all documents referenced elsewhere in the **Vision** document. Identify each document by title, report number if applicable, date, and publishing organization. Specify the sources from which the references can be obtained. This information may be provided by reference to an appendix or to another document.]

For a full understanding of the project, you can also consult the following documents:

-Use Case Model - containing the exact Use Case diagram

-Glossary - including thorough explanations for the terms used to specify the project

-Analysis and Design Document - including the complete analysis and design of the project, being also the most detailed of the documents

-Supplementary Specification - including performance, safety, testability, etc.

## Overview

[This subsection describes what the rest of the **Vision** document contains and explains how the document is organized.]

This document also includes in the next sections general details about potential users, as well as the different roles played by parties involved in developing and sustaining the functionality of the application

# Positioning

## Problem Statement

[Provide a statement summarizing the problem being solved by this project. The following format may be used:]

|  |  |
| --- | --- |
| The problem of | The need to always have live results, clear planning or recent sports results, both from the perspective of sports enthusiasts and from the perspective of possible sports bettors. |
| Affects | The ability of our customers to bet live on various sports, to make various premonitions about the outcome of future matches or simply to follow their passion easily. |
| the impact of which is | Possible losses or financial gains or pure moments full of emotion related to the favorite team. |
| a successful solution would be | Easily access to results in a compact, fast and easy-to-use environment. Also, a bonus could be automatic notification, eliminating the need for constant tracking. |

## Product Position Statement

[Provide an overall statement summarizing, at the highest level, the unique position the product intends to fill in the marketplace. The following format may be used:]

|  |  |
| --- | --- |
| For | Sports enthusiasts |
| Who | Bet sometimes or frequently watch matches in different countries or leagues |
| The (product name) | FlashScore |
| That | Access to live matches, recent results, standings and automatic notifications to favorite matches |
| Unlike | News or any other media source that only shows final results |
| Our product | Keep you up to date with everything that matters to you |

[A product position statement communicates the intent of the application and the importance of the project to all concerned personnel.]

# Stakeholder and User Descriptions

[To effectively provide products and services that meet your stakeholders’ and users' real needs, it is necessary to identify and involve all of the stakeholders as part of the Requirements Modeling process. You must also identify the users of the system and ensure that the stakeholder community adequately represents them. This section provides a profile of the stakeholders and users involved in the project, and the key problems that they perceive to be addressed by the proposed solution. It does not describe their specific requests or requirements as these are captured in a separate stakeholder requests artifact. Instead, it provides the background and justification for why the requirements are needed.]

## Stakeholder Summary

[There are a number of stakeholders with an interest in the development and not all of them are end users. Present a summary list of these non-user stakeholders. (The users are summarized in section 3.2.)]

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| [Name the stakeholder type.]  1. Teams or athletes from different countries  2. Betting houses around the world | [Briefly describe the stakeholder.]  1. Popular teams or athletes from different countries, sports, leagues, etc.  2. Houses / betting agencies comprising various sports. | [Summarize the stakeholder’s key responsibilities with regard to the system being developed; that is, their interest as a stakeholder. For example, this stakeholder:  ensures that the system will be maintainable  ensures that there will be a market demand for the product’s features  monitors the project’s progress  approves funding  and so forth]  1.Ensure a continuous interest in the sport he practices, so to the frequent opening of the application  2. Ensure the need for some users to have access to betting party information as well as possible funding or even project monitoring if the application is developed specifically for them. |

## User Summary

[Present a summary list of all identified users.]

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Responsibilities** | **Stakeholder** |
| [Name the user type.]  1.Sports enthusiasts | [Briefly describe what they represent with respect to the system.]  1.The vast majority of clients that will make the application traffic | [List the user’s key responsibilities with regard to the system being developed; for example:  captures details  produces reports  coordinates work  and so on]  1.They capture the smallest details and inconveniences related to the system, from easy access to information and possible errors. | [If the user is not directly represented, identify which stakeholder is responsible for representing the user’s interest.]  1. Independent clients do not need representation, but there may also be companies that pursue a particular player |

## User Environment

[Detail the working environment of the target user. Here are some suggestions:

Number of people involved in completing the task? Is this changing?

How long is a task cycle? Amount of time spent in each activity? Is this changing?

Any unique environmental constraints: mobile, outdoors, in-flight, and so on?

Which systems platforms are in use today? Future platforms?

What other applications are in use? Does your application need to integrate with them?

]

The application is intended to be 24/7 accessibility for the best use of it. It also desires total portability, being accessible from any device or operating system.

For customers, the database and back queries will not be visible, so besides a device capable of logging into the app, nothing will be necessary. Also, customers are not restricted in terms of time in the application, which is ultimately its role.

On the other hand, it will require uninterrupted support for the functionality of the application, update of the database and the introduction of possible new domains.

# Product Requirements

[At a high level, list applicable standards, hardware or platform requirements, performance requirements, and environmental requirements.]

Every client will need only a viable internet connection and a device capable of logging in and navigating through the application.