

1. Scope statement

1. The system will allow users to sign up if they have a chess rating of 2200 or higher on the www.uschess.org site
2. The system will allow users to play chess online
3. The system will allow users to search for other live players on the site
4. The system will allow users to challenge other live players on the site
5. The system will allow users to search for other players via email/User ID
6. The system will allow users to challenge other players via email/User ID
7. The system will allow users to view all games previously played
8. The system will allow users to view all moves previously played
9. The system will allow users to track past won and lost games
10. The system will allow users to post comments on games
11. The system will allow users to delete prior comment posts
12. The system will allow users to reply to other players comments
13. The system will allow users to delete their own comments
14. The system will allow users to edit their own comments
15. The system will allow users to read review on matches
16. The system will allow users to view top 10 players list
17. The system will allow users to save credit card information
18. The system will allow users to reject/accept challenges
19. The system will allow users to forfeit from a game
20. The system will allow games to be played on different browsers and devices

2. Out of scope

1. The system will not allow users to view other users live matches
2. The system will not allow users to chat with customer service representatives
3. The system will not allow users to subscribe to other players
4. The system will not allow users to send private messages to other players
5. The system will not allow users to provide feedback on the application
6. The system will not allow advertising
7. The system will not allow for users to view past games on video

3. Goals

1. To build a web site for master level chess players to play each other

4. Objectives

1. Build a site with a vetting process, where elite chess players can play other qualified chess players to play games and challenge each other
2. To build a system that interrupts industry standards with innovative ideas
3. The system will need to be interactive and easy to use (80% approval by focus group)
4. To build a high-quality system that contains up to 200,000 qualified members within a 1-year timeframe

5. Risks

1. The stakeholder may not be able to spend enough time with the business IT team to build requirements. This will affect the scope and timeline as the required functionalities might not be clear due to the lack of communication.
2. The organization/stakeholder does not have the experience with the technology that the project will use to implement the overall project. This will directly affect the budget as more experienced professionals are needed for the integration of ChessMasters

6. Constraints

1. The budget must not exceed \$500,000
2. The timeline must not exceed 1 years to ensure other competitors do not enter the industry

7. Decomposition diagram

SEE BELOW

8. Functional requirements

1. Registration

8.1.1. Apply for Account

- 8.1.1.1. The system will require the applicant to complete the application by inputting their information

8.1.2. Verify Qualification

- 8.1.2.1. The system will automatically retrieve qualifications results from third party site
- 8.1.2.2. The system verifies chess rating scores are greater than 2,200

8.1.3. Reject Account

8.1.3.1. The system will send email of rejection to applicant

8.1.4. Approve Account

8.1.4.1. The system will send confirmation email to applicant to confirm account

8.1.5. Verify Account

8.1.5.1. The system will require the applicant to confirm application via email

8.1.6. Create User Profile

8.1.6.1. The system will allow user to create user profile

8.1.6.2. The system will require the user to enter personal information on profile

8.1.7. [Payment]

8.1.7.1. The system will require applicant to enter payment information

8.1.7.2. The system will require the applicant to accept the payment terms and conditions

8.1.7.3. The system will require payment to create user profile

8.1.7.4. The system receives payment confirmation from Credit Processor

8.1.7.5. The system provides account confirmation to user

2. Games

8.2.1. Challenge Player

8.2.1.1. The system will allow users to challenge players to a game by email or live players

8.2.1.2. The system will automatically send challenge request to user

8.2.1.3. The system will specify how much time is allowed for to accept/reject challenge

8.2.1.4. The system will allow the player to review challenge request

8.2.2. Reject Challenge

8.2.2.1. The system will allow users to reject challenge and provide reason for rejection

8.2.2.2. The system will automatically send rejection notification to challenger

8.2.3. Start Game

8.2.3.1. The system will automatically launch the game software and initiate game for players

8.2.3.2. The system will require the challenger to make the first move

8.2.3.3. The system will require players to continue playing to keep game active

8.2.4. Forfeit

8.2.4.1. The system will allow users to forfeit games and notify opponent

8.2.5. Complete Game

8.2.5.1. The system will require both players to confirm when game has ended

8.2.6. Confirm Results

8.2.6.1. The system shall receive the results of the game

8.2.6.2. The system will automatically confirm the game results to players

8.2.7. Record Results

8.2.7.1. The system shall update user profile based on game results

8.2.7.2. The system shall record results of games on overall system record

8.2.8. Post Comments

8.2.8.1. The system will allow users to comment on forum regarding game experience

3. Admins

8.3.1. Monitor Forum

8.3.1.1. The system will allow the administrator to monitor all comments on the site's forum

8.3.2. Suspend Users

8.3.2.1. The system will allow the administrator to select desired user to suspend

8.3.2.2. The system will allow the administrator to provide timeframe of suspension

8.3.2.3. The system will require the administrator to submit feedback of user suspension through the site

8.3.2.4. The system will automatically lock suspended user's account

8.3.2.5. The system will automatically send reason of suspension to user

8.3.3. Remove Users

8.3.3.1. The system will allow the administrator to select desired user to remove

8.3.3.2. The system will require the administrator to submit feedback of user removal through the site

8.3.3.3. The system will automatically lock and remove the user's account

8.3.3.4. The system will automatically send reason of removal to user

8.3.3.5. The system will keep record of user's account

8.3.4. Delete Comments

8.3.4.1. The system will allow the administrator to remove comments from forum

8.3.4.2. The system will require the administrator to submit feedback of removal through the site

4. Forum

8.4.1. Reply to Comment

8.4.1.1. The system will allow the user to reply to other user's comments

8.4.2. Post Comment

8.4.2.1. The system will allow users to post comments

8.4.3. Edit Comment

8.4.3.1. The system will allow users to edit comments

8.4.4. Delete Comment

8.4.4.1. The system will allow users to delete their comments

5. Payment

8.5.1. Contact Credit Processor

8.5.1.1. The system will contact the credit processor to confirm payment accuracy

8.5.2. Track Results

8.5.2.1. The system will track results of confirmation

8.5.2.2. The system will process payment once confirmation is received

9. Nonfunctional requirements

1. Availability

- 9.1.1. Users can access the site at any time during the day, 24/7. In the case of unplanned system downtime, all features will be available again after one working day.

2. Updates

- 9.2.1. The system will auto-update every 24 hours

3. Security

- 9.3.1. The system shall require SSL or other encryption method to secure payments
- 9.3.2. The database shall be encrypted

4. Performance

- 9.4.1. The system shall return any requests within .5 seconds in speed

5. Portability

- 9.5.1. The system will allow the software to be downloaded on multiple mobile devices
- 9.5.2. The system will allow the software to be run with the same efficiency as their old device

6. Storage

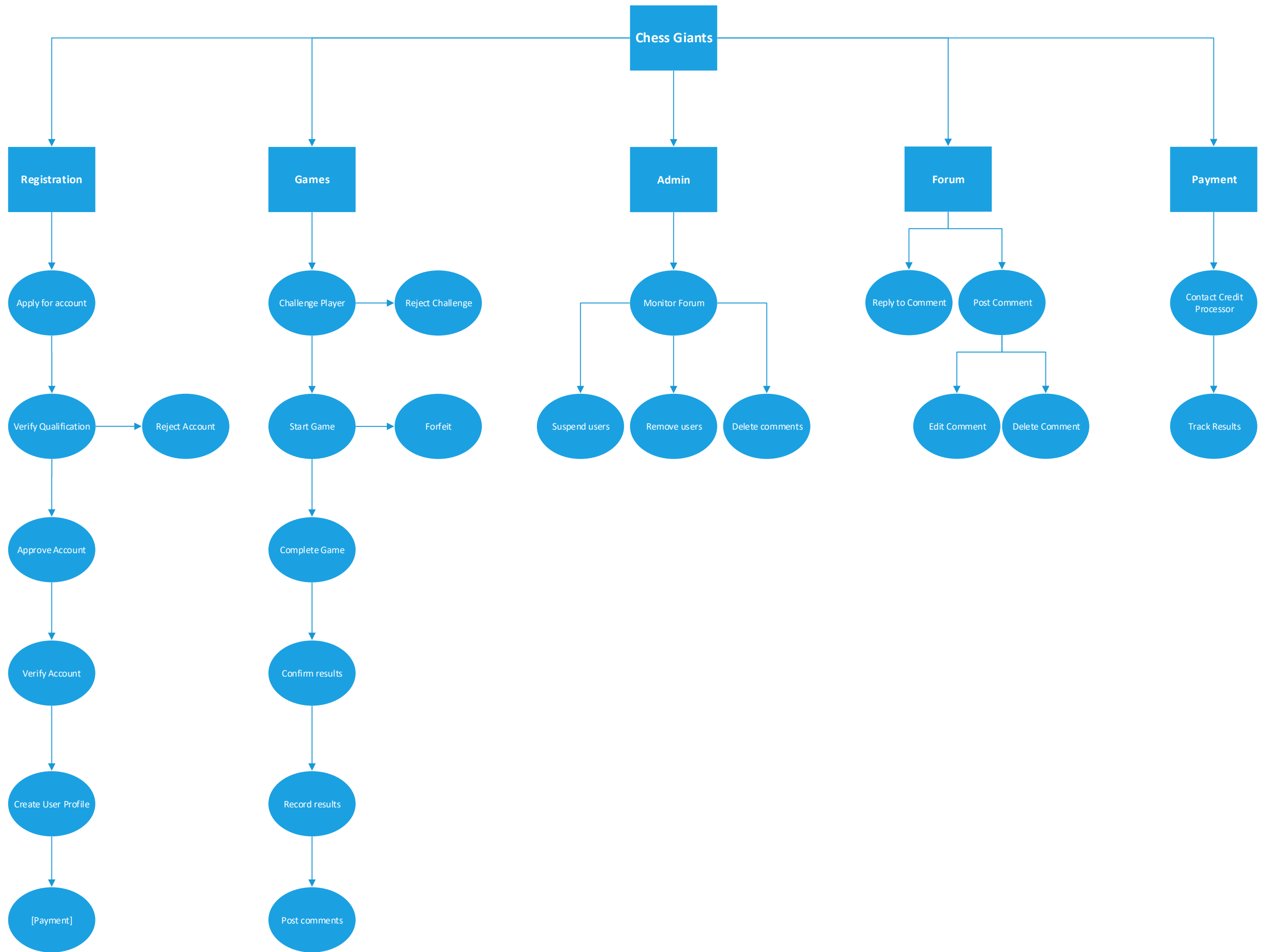
- 9.6.1. The system will have 1 terabyte of storage

10. Stakeholders

- 1. Administrators
- 2. End-Users
- 3. CEO
- 4. Executives

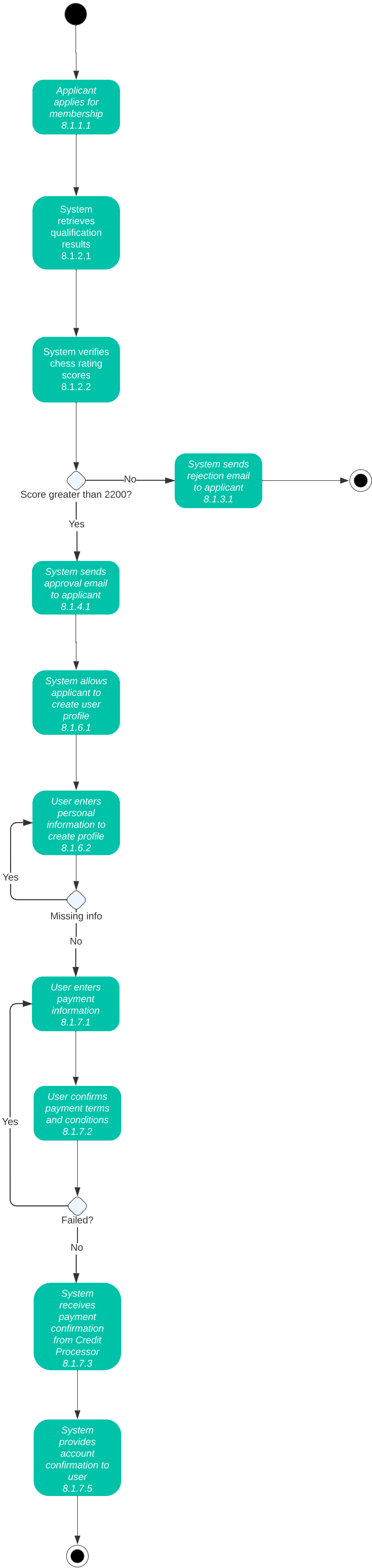
11. Approvals

1. Jim Sotheby (Stakeholder)



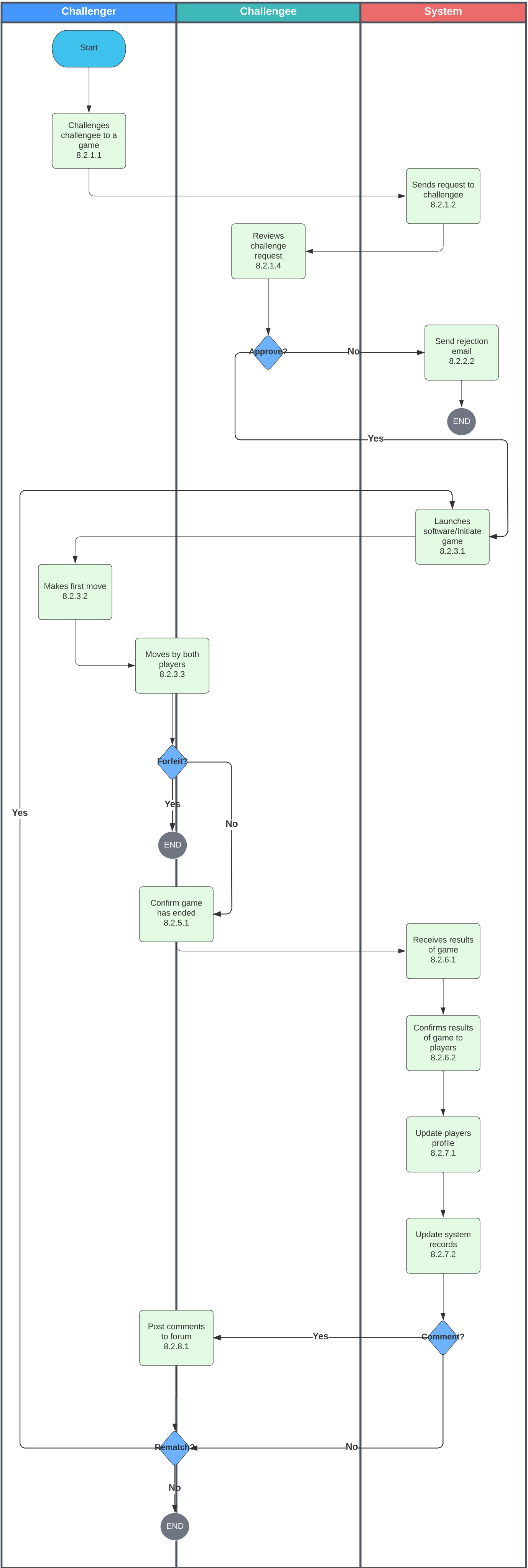
1.0 Chess Giants - Registration

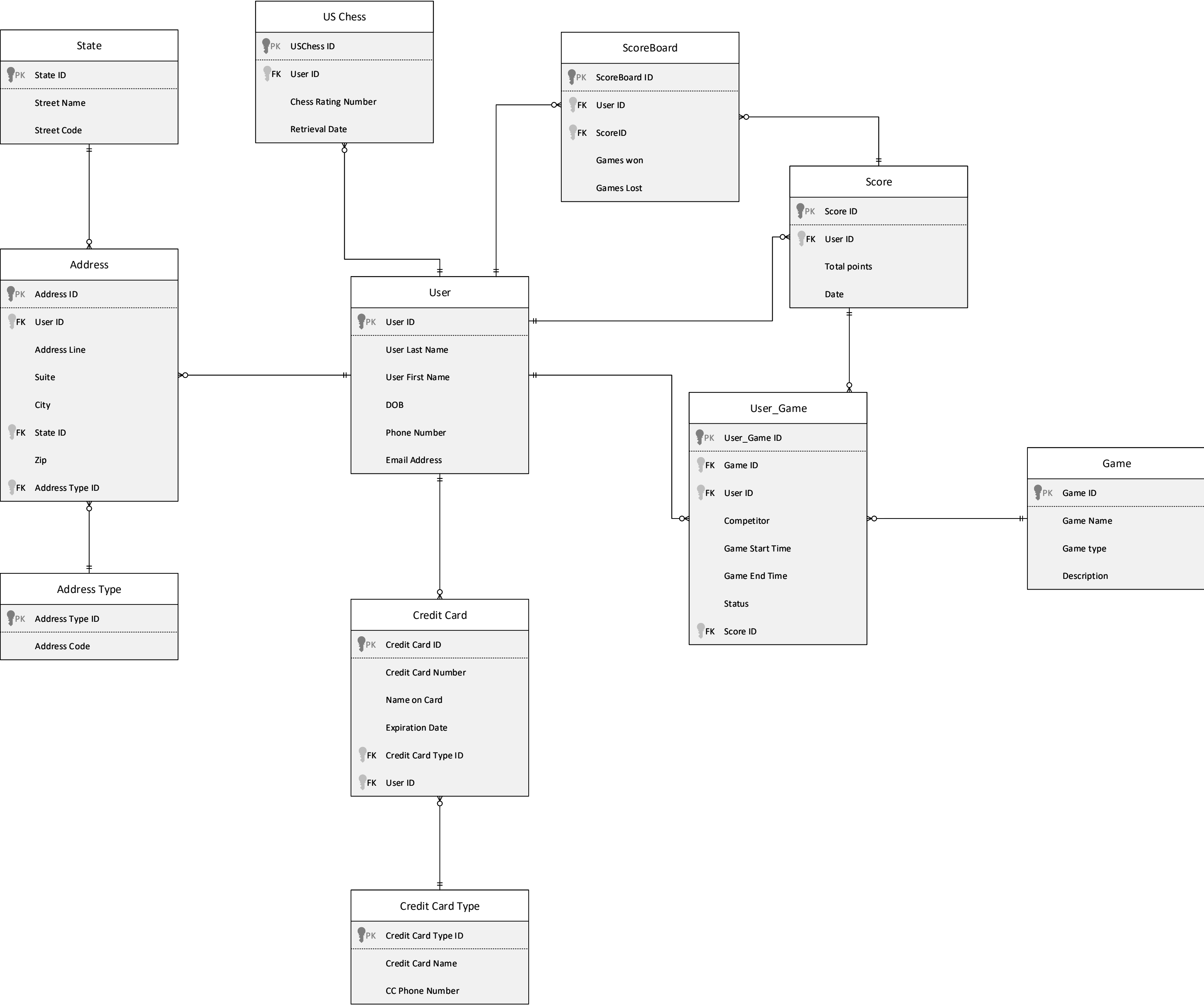
Yamil Vargas | May 7, 2022



1.0 Chess Giants - Games

Yamil Vargas | May 7, 2022






User Registration

* First Name:

* Last Name:

* Date of Birth: 

* Phone Number:

* Email Address:

* Password:

US Chess Scores

Email Address

Johnsmith@gmail.com

First Name:

John

Last Name:

Smith

US Chess Score:

3,000

Retrieval Date:

1/1/2022




User Profile

Personal Information

First Name:

Last Name:

Date of Birth: 

Phone Number:

Email Address:

* Address

User ID

* User ID:

Password

US Chess Score

US Chess Score

Retrieval Date

Payment Information

* Card Number

* Name on Card

* Expiry Date

* CVV

☒ I agree and accept the annual fee of \$1,500 that will be auto debited from my account every year.

Challenge Online Players

* Select one option

Online Players

Member List

Online Players

● Live

* Challenge One Player

Number	User ID	Overall Chess Giants Score	Age	State	Games Won	
● 1	LuisOrtega1	2,000	25	New York	34/52	Select
● 2	MayJoy456	10,000	40	Washington	3/10	Select
● 3	MiguelStrang000	300	22	North Carolina	64/103	Select
● 4	MichelleEast28374	20,930	37	Florida	46/93	Select

Show more
⌵

Selected Player

MichelleEast28374

Challenge

Cancel

Challenge Member List Players

* Select one option

Online Players

Member List

Member List

UserID/Email:

Enter Text

OR

* Select from below list

User ID	Overall Chess Giants Score	Age	State	Games Won	
JoePlain3945	4,039	21	Texas	64/89	Select
PGrey28475	605	46	Maryland	34/52	Select
MaryTodd2874	7,920	52	New Jersey	78/103	Select
OHope293845	11,930	43	Philadelphia	5/5	Select

Show more

Selected Player

OHope293845

Challenge

Cancel

Accept/Reject Live Challenge

● Live user **JohnSmith373** has challenged you to a match. Please select option from below:

You have 1 hour to accept/reject challenge

* Accept/Reject

Accept



Save

Cancel

User Registration

Seq	User Action	System Action
1	User selects User Registration	System Displays User Registration Form
2	User enters First Name	--
3	User enters Last Name	--
4	User enters DOB	--
5	User enters Phone Number	--
6	User enters Email Address	--
7	User clicks "Retrieve US Chess Score"	System runs US Chess Scores form via email address System automatically retrieves score
8	User enters password	--
9	User clicks Apply	System validates data System saves record
10	End Use Case	
9.1	--	Email address is missing, message is displayed
9.2	User enters Email Address	Control returns to line 6
8.1	User enters different password	System displays selected password Control returns to line 8

User Profile

Seq	User Action	System Action
1	User selects User Profile	System Displays User Profile Form
2	--	System Displays User Information in system
3	User clicks "Select Phone Number"	System Displays Phone Number form
4	User selects phone number	--
5	User enters address	--
6	User enters User ID	System validates data, ensure no duplicate User ID in system
7	--	System Displays Password
8	User enters card number	--
9	User enters name on card	--
10	User enters expiry date	--
11	User enters cvv	--
12	User selects terms and conditions	--
13	User clicks "Charge Card"	System validates data, System saves record Control returned to User Profile
14	User clicks Save	System validates fields System saves record
15	End Use Case	
14.1	--	System displays error message that User ID is taken
14.2	User enters different User ID	Control returns to line 6
14.3	--	System displays error message on payment information
14.4	User enters different card number	Control returns to line 8
3.1	User selects different phone number	System displays selected phone number Control returns to line 3
3.1	User enters different address	System displays different address Control returns to line 5
7.1	User clicks "update password"	System Displays update password form Control returns to line 7

Challenge Online Players

Seq	User Action	System Action
1	Users selects Challenge Online Players	System Displays Challenge Online Players Form
2	User clicks “Online Players”	System displays online players & Information
3	User clicks “Select” on one player	System displays selected player User ID
4	User selects “Challenge”	System validates fields System notifies challengee
5	End Use Case	
4.1	--	System displays error message that player no longer online
4.2	User clicks different online player	System displays selected player Control returns to line 4

Challenge Member List Players

Seq	User Action	System Action
1	Users selects Challenge Member List Players	System Displays Challenge Member List Players Form
2	User clicks “Member List”	System displays Member Search bar System displays Member List information
3	User clicks “Select” on one player	System displays selected player User ID
4	User selects “Challenge”	System validates fields System notifies challengee
5	End Use Case	
3.1	User enters members “User ID”	System displays members “User ID” Control returns to like 3
3.2	--	System displays member “User ID” is invalid
3.3	User enters members email address	System displays members email address Control returns to like 3

Accept/Reject Live Challenge

Seq	User Action	System Action
1	User selects Accept/Deny Live Challenge	System Displays Accept/Deny Live Challenge
2	User selects “Accept”	--
3	User Clicks Save	System Validates Data System notifies Challenger
4	End Use Case	
2.1	User selects “Reject”	System displays reject option Control returns to line 2