Software Requirements Specification

Topic: Sports Event Management System

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Date : 25/09/2019

Academic Year : 2019-20

Project Title : Sports Event Management System.

Internal Guide : Prof.Fatima Inamdar

Name of the External Guide: Signature of Internal Guide & Signature

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Revision History

Name	Date	Reason For Changes	Version
Sports Club Management System	25/10/2017	In the existing Sports Event Management system, students are not able to get proper information about the games conducted in various colleges. The student needs to spend the time to get the information about the game. The student should attend the venue to get registered for the game which takes a lot of time.	----------

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1. Introduction

1.1 Purpose

The Purpose of the Project is to provide details of how this system manages the activity of multiple sports at time. It also deals with the selection of student at colleges, university and even at state level. This system also provides the details of various games and the information of the college where the games are being conducted. Admin will add all the collected information in the project where students can see and get register for the game.

1.2 Document Conventions

Throughout this documentation, the following conventions have been used:
- Fonts: Times New Roman
- Size 16 for Main Headings
- Size 14 for Sub Headings
- Size 12 for the Rest of the Document

1.3 Intended Audience and Reading Suggestions

In the proposed Sports Event Management system student can get all the information of various games and the venue. The student can get registered from anywhere and at any time. By using this system student can save a lot of time and effort. The student can easily get the information from anywhere.
Admin will get log in with a unique username and password. Admin will add all the information of the games conducted in various colleges. Admin will send the password to the student registered email.
The **user** can view all the details of the games and can get registered with the selected game by entering all the details in the registration form. The user will get a confirmation password to his email.

1.4 Product Scope

The scope for this project is to build a solution in the form of a system that will fulfil the first set of objectives mentioned in order to, from the role of an administrator, perform effectively the events management tasks.
This solution targets to sports events that don't have enough resources to build their own management system or to purchase one. Generally this case will happen in small towns , where the staff is formed by volunteers, the resources are very limited and are rather destined to improve the sportive service that they are offering rather than improving their management system.
Over the time, the following releases of the solution developed will increase the scope of the current one in both technical-functional terms and targeted events.

1.5 References

IEEE standard format for SRS.
"https://www.mysql.com/," [Online].

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"http://php.net/," [Online].
"http://www.cricketgraph.com/," [Online].

2. Overall Description

2.1 Product Perspective

Our project is the replacement of the ordinary sport tournament management system. In ordinary tournament management system, there is no different tournament. In our proposed system, system will allow creating multiple tournament by tournament owners. Player and tournament owner are the users of the system. In our system, match scheduling can be done automatic or manual. It provides statistics of the match and also maintain player log. Player can view their profile. Previous record and player log also can be managed. Player gets notification before start of the match as a reminder in Android Application. Admin upload news and gallery. Admin can manage news and gallery.
The STMS is replacement for sport management system which depend on Paperwork for team and tournament registration. This project provides match scheduling and player profile, team and player registration

2.2 Product Functions

Tournament Registration:- In registration function, new tournament create by tournament owner and register their tournament.

Player registration :- In player registration, player can register for match.

Match schedule :- Match schedule can be done automatically or manually.

Statistics:- In this function it manages all player score and it manages Player record.

User characteristics:- User of website knows basic knowledge of operating a website and user must know to navigate in a website.

2.3 User Classes and Characteristics

2.3.1 End Users

- No specific knowledge or skill are required from the end user.
- End user should have basic idea about computer operations and database.

2.3.2 Administrator

- Administrator must be having good knowledge of database management system.
- Administrator to manage user rights.
- If the network connection does not work properly than our system should not work as intended.
- This system will not take care of any virus problems, which might occur either on the client or the servers system. Avoiding the use of pirated software and ensuring that floppies and

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other removable media are scanned for viruses before use minimizes the possibility of viral infections.
- Recovery of data after a system crash will be possible only if backups are taken at regular intervals.

2.4 Operating Environment

Operating environment for the SEM system is as listed below.

- Client/Server system
- Operating system: Windows.
- Database: SQL/Maria DB+ database
- Platform: Java
  Net Beans/Eclipse

2.5 Design and Implementation Constraints

- The global schema, fragmentation schema, and allocation schema.
- SQL commands for above queries/applications
- How the response for application 1 and 2 will be generated. Assuming these are global queries. Explain how various fragments will be combined to do so.
- Implement the database at least using a centralized database management system.

2.6 User Documentation

User documentation such as user manuals, tutorials on how to use the application and its features and FAQs will be provided along with the application.

2.7 Assumptions and Dependencies

MS-SQL server will be used as a SQL engine and database User may access system from any computer that has internet connection. User must have to enter correct username and password.

2.7.1 Assumptions:

- The code should be free with compilation error/syntax errors.
- The product must have an interface which is simple enough to understand.

2.7.2 Dependencies

- All necessary hardware and software are available for implementing and use of the tool.
- The proposed system would be designed, developed and implemented based on the software requirements specifications document.
- End users should have basic knowledge of computer and we also assure that the users will be given software training documentations and reference material.

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3. External Interface Requirements

3.1 User Interfaces

There are three different user interfaces in this system. That is :
1.)Tournament
2.)Player
3.)Administrator.

3.2 Hardware Interfaces

Processor: Pentium IV

Hard Disk: 40GB Or More

RAM: 512MB Or More

3.3 Software Interfaces

Operating System: Windows (Any version)
User Interface : HTML, CSS
Client-side Scripting : JavaScript
Programming Language: Java
IDE/Workbench : NetBeans 8.1/Eclipse
Database: MySQL

3.4 Communications Interfaces

- Administration.
- Registration.
- User.

4. System Features

4.1 System Feature 1

1. System provides automatic or manual match scheduling.
2. It provides notification to player in android application.
3. It provides statistics of match.

4.1.1 Description and Priority

Our project is the replacement of the ordinary sport tournament management system. In ordinary tournament management system, there is no different tournament. In our proposed

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system, system will allow creating multiple tournament by tournament owners. Player and tournament owner are the users of the system. In our system, match scheduling can be done automatic or manual. It provides statistics of the match and also maintain player log. Player can view their profile. Previous record and player log also can be managed. Player gets notification before start of the match as a reminder in Android Application. Admin upload news and gallery. Admin can manage news and gallery.

4.1.2 Stimulus/Response Sequences

- Displays a detailed information about Game.
- User registration.
- Payment Details.
- Administrator Policy.

4.1.3 Functional Requirements

Tournament Owner:

- Tournament Owner can register for new tournament.
- Tournament Owner can create new tournament.
- Tournament owner give the confirmation about tournament registration to player.
- Tournament Owner can view all matches details.
- Tournament owner manage schedule.

Player:

- Player can register in the tournament.
- Player can view their profile.
- Player get notification via android application.
- Player can view detail of different matches and different Tournament.
- Player can search Tournament after registration in the system.
- Player can view different match schedule.

Admin :

- Admin can upload news.
- Admin can approve player and tournament.
- Admin manage all data

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REQ-1:
REQ-2:

4.2 System Feature 2 (and so on)

5. Other Nonfunctional Requirements

5.1 Performance Requirements

- For the best performance the high speed connection and upgraded system and browsers are required
- for the best and fast user interface.
- The system need to be reliable
- If unable to process the request then appropriate error message
- Web pages are loaded within few seconds

5.2 Safety Requirements

System checks username and password every time when user log in to the system and System give different type of privilege to different users.

- For the sake of safety back up devices are required (i.e. to save the data if server get crash or any other harming things happened on server.)
- The details need to be maintained properly
- Users must be authenticated

5.3 Security Requirements

System will use secured database normal users can just read information but they cannot edit or modify anything. System will have different types of users and every user has access constraints.

- After entering the password and user id the user can access his profile
- The details of user must be safe and secure
- Sharing of details

5.4 Software Quality Attributes

The additional attributes in the product is as follow:

- Schedule
- Game Results
- Notifications
- Gallery
- Winners of previous event
- Upcoming events

5.5 Business Rules

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running after the completion of event such features are not accessible any more.

6. Other Requirements

The other requirement which is the most required thing is providing a domain and the server to the
product to run. Addition to this the details of all the people which directly or indirectly connect with
the product and institute is required.

Appendix A: Glossary

Acronyms	Abbreviations
IEEE	Institute of Electrical and Electronics Engineers
GUI	Graphical User Interface
MySQL	Microsoft Structured Query Language
API	Application Programming Interface

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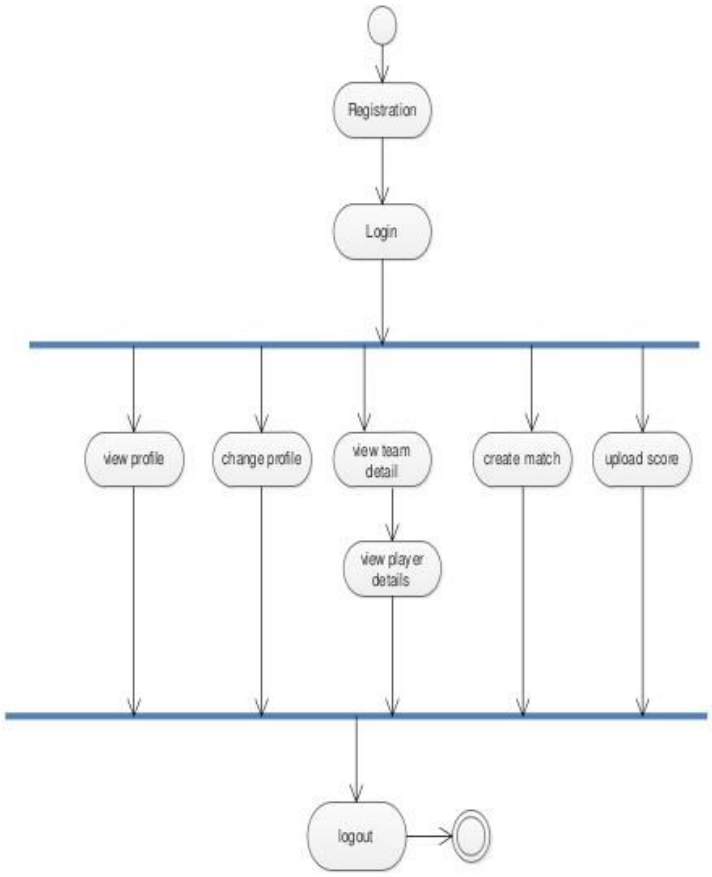
Appendix B: Analysis Model

Activity Diagram



Use case Diagram:

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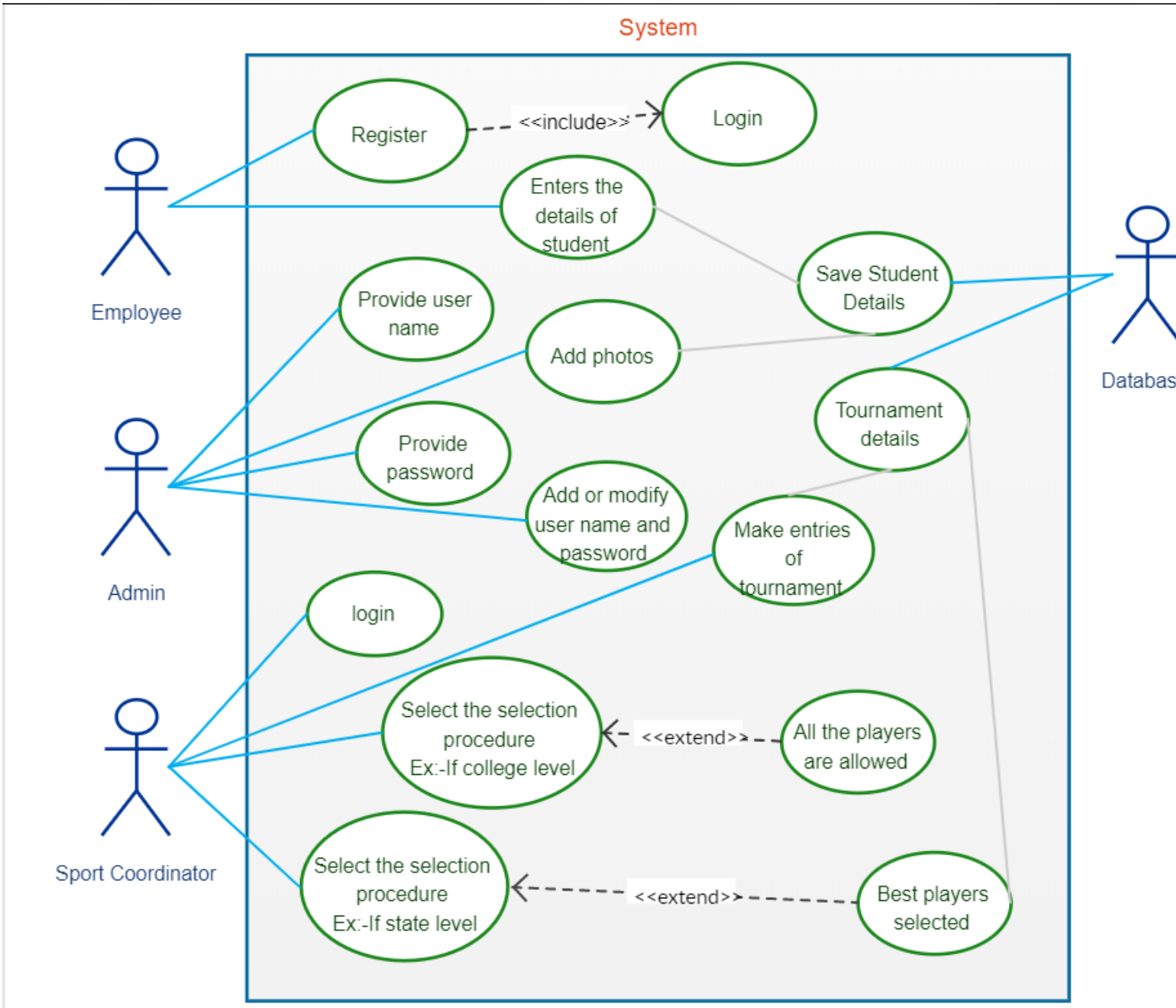

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