**Business Requirements Document**

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**BetGame**

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Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Description |
| 0.1 | 2014.07.01 | Geza Nagy | Document base |
|  |  |  |  |
|  |  |  |  |

# 1. Introduction

## 

## 1.1 About this document

The purpose of this document is to describe business requirements of an Application completely, accurately and unambiguously in Technology-independent manner. All attempts have been made in using mostly business terminology and business language while describing the requirements in this document. Very minimal and commonly understood Technical terminology is used. Use case / Designer approach are both used in modeling the business requirements in this document.

## 1.2 Project Background

A group of friends had a really good habit. They played a betting game every continental or worldwide soccer event. The basic concept is every player make a guess about every matches round by round in the tournament. The players get points based by their guesses. The point calculation happens on a predefined rule system. This rule system can be very various and sometimes there are some additional questions specified for a concrete match for bonus points (e.g. on the match #3 the first goal will be scored by head). At the end of the tournament the points will be summarized and the winners get their prizes. It can be anything, some beers or just the glory. It’s predefined as well. The BetGame will benefit for every sport fan.

## 1.3 Objectives

The target of this project is providing a site the users can create a betting game. These games can be well configured, easy to administrate. The users can guess on results of matches. The standings of the tournaments, the standings of the betting game, the fixtures and results are also been shown. Beside the definition of teams participating the current contest the structure of it is also should be configured by predefined templates or an opportunity of defining a custom one.

## Stakeholders:

* Geza Nagy:
  + Project Manager
  + Business Analyst
  + Decision Maker
  + Dev Lead
* Miklos Kiss
  + Consultant
  + Decision Maker

# 2. Requirements Scope

## 2.1 Source data:

The source of the requirements are from Geza Nagy.

## 2.2 In-Scope

|  |  |
| --- | --- |
| Topic | Requirement |
| 1. Registration |  |
|  | * 1. A simple form which should collect basic information about the user. |
|  | * 1. Verification mail to verify the registration |
| 1. User Home |  |
|  | * 1. Menu item to navigate to the user settings |
|  | * 1. Menu item to logoff |
|  | * 1. Menu item to create new game |
|  | * 1. Dashboard with the games the user involved |
|  | * 1. A data feed section where the new updates of games are visible (invites for new games involved here.) |
| 1. User settings |  |
|  | * 1. A simple form filled with the user’s data |
|  | * 1. Possibility to change everything except the nickname defined during registration |
|  | * 1. Choose avatar |
| 1. Game portal – User view | As a user I want to see… |
|  | * 1. Standings of the betting game |
|  | * 1. Standings of the tournament |
|  | * 1. Following matches I have to bet |
|  | * 1. Fixtures/results of tournament |
|  | * 1. Rule system of point evaluation |
|  | * 1. Possibility to subscribe on email notifications about updates |
|  | * 1. Message wall belongs to the current game where I can simply put messages and read the other players’ |
|  | * 1. How much time I have left to make my tips on the following matches |
|  | * 1. Possibility to change my tips if they are not closed. |
|  | * 1. Besides the fixtures the given points match by match |
| 1. Game portal – Admin view |  |
|  | * 1. Same things as in the user view |
|  | * 1. Possibility to modify fixtures of matches to go |
|  | * 1. Possibility to modify results of the matches even if they are already administrated. In that case the scores have to be updated automatically. |
|  | * 1. Ban users from game |
|  | * 1. Silence users from chat |
| 1. Create New Game |  |
|  | 6.1 Name of the game |
|  | 6.2 Invite attendees (Check if the provided nick names are valid or not) |
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|  |  |

## 2.3 Risks

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## 2.4 Out-scope

Anything that was not mentioned in the in-scope part of this document is out of scope for the project.

# 3. Functional Requirements

# 4. Technical Requirements

# 5. Data requirements

# 6. High level Estimation