**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 |
| 1.0 | 2014.07.08 | Geza Nagy | Risks and missing requirements added |
|  |  |  |  |

# 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

### 2.2.1 Functional Requirements

|  |  |
| --- | --- |
| Topic | Requirement |
| 1. Welcome screen |  |
|  | * 1. Login form (user name, password) |
|  | * 1. Link for registration |
|  | * 1. Link if password has been forgotten |
| 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. 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 only before the tournament starts. |
|  | * 1. Possibility to modify rule system only before the tournament starts |
|  | * 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. Create New Game |  |
|  | * 1. Name of the game |
|  | * 1. Invite attendees (Check if the provided nick names are valid or not) |
|  | * 1. Choose tournament flow structure. There must be some predefined as the most common ones which are customizable after all. Or can be custom from the beginning |
|  | * 1. The list of teams and their placement in groups must be defined here from user typing or from file. The importable file structure must be predefined here as a hint or tooltip. |
|  | * 1. List of matches should be generated by the given teams, their group placements, and the tournament flow. |
|  | * 1. The generated fixture should be editable; the matches and so their date as well. |
|  | * 1. The score rules can be defined by predefined keywords. E.g.: keywords: HOME\_SCORE, GUEST\_SCORE, EXACT\_MATCH, GOAL\_DIFF, Rules: EXACT\_MATCH: 10 Pts; GOAL\_DIFF: 6 Pts; HOME\_SCORE, GUEST\_SCORE: 2 Pts |
|  | * 1. To make this easy there are buttons or a dropdown for the keywords which paste the tags or texts for the specific rule. |
|  | * 1. User can add questions which are free text inputs. If they are set, every user have to answer them before and the answer must be committed by the admin after every single match |
|  | * 1. Publishing the game redirect the admin to the game portal with admin view |

### Technical Requirements

|  |  |
| --- | --- |
| 1. Client side |  |
|  | * 1. A browser Firefox, Chrome or IE (at least v9) |
| 1. Server side |  |
|  | * 1. Apache Tomcat |

### Security requirements

|  |  |
| --- | --- |
| 1. Login form security |  |
|  | * 1. The user can pass through the login form only with a proper username/password |
|  | * 1. To use the forgotten password option, the user have to provide the registered e-mail address, where his password will be sent |
| 1. User information security |  |
|  | * 1. The user in the user home can see only his/her games (joined or created) |
|  | * 1. The user can be an administrator only in the games created by him/her |

## 2.3 Risks

1. Developers are not familiar with AngularJS which has been chosen for UI technology

2. Developers are going to work on this project only in their free time and besides other tasks

3. The business and the development are the same. It can easily cause uncovered requirements. These requirements are out of scope.

## 2.4 Out-scope

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

### 2.4.1 Message wall

It’s a chat wall for the users to send messages to each other. It’s not in the scope of the current project but a possible function/extension of the application in the future.