**Functional Specification Document**

**-**

**BetGame**

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Revision History

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| 0.1 | 2014.07.15 | Geza Nagy | Document base |
| 0.2 | 2014.07.30 | Geza Nagy | Continued |
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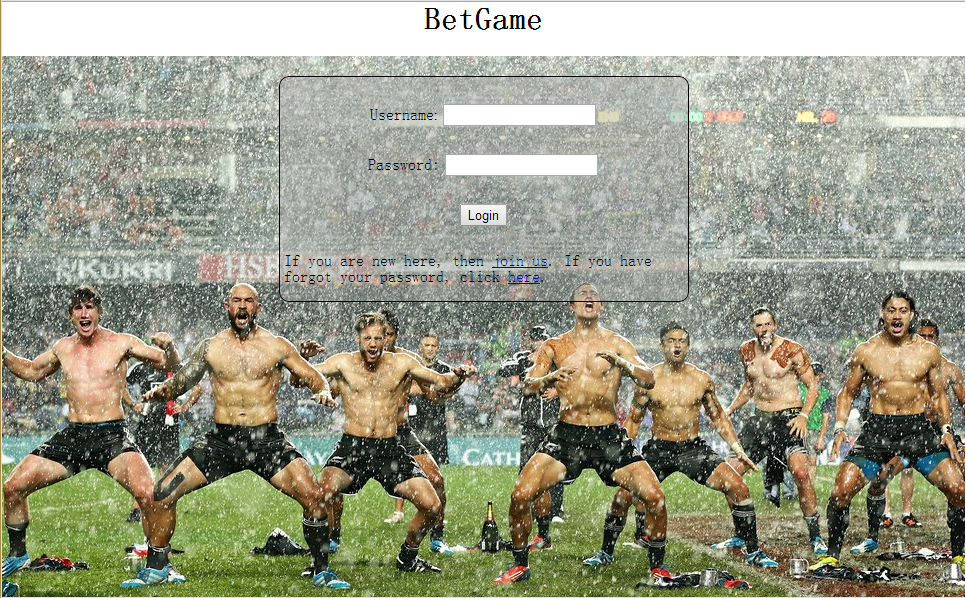
# Login screen

This is the first site what the user can see. The only content of this site is a traditional login form which has two inputs: Username and password.

With this information the application identifies the user and after the “Login” texted button. If the given credential is valid, the controller behind the front end forwards him/her to the home screen which belongs to him/her.

There are two other item on the login screen. A link for registration which shows a modal with the purpose of gathering information of the user who want to join the site.

The other is also a reference for sending a reminder email if the already registered user has forgotten his/her password.



# Forgotten Password

It’s a simple modal with an input text field, labels with instructions and a button.

The input field is for the e-mail the user provided at registration. When the user clicks the “Send Reminder” button, the application send an auto-generated message to the given e-mail and contains the password which belongs to the person who owns that e-mail address.

[TODO: Screen should be inserted here…]

# Registration screen

It is also a modal window which contains a form. This form collects the required and optional information about the user who want to register.

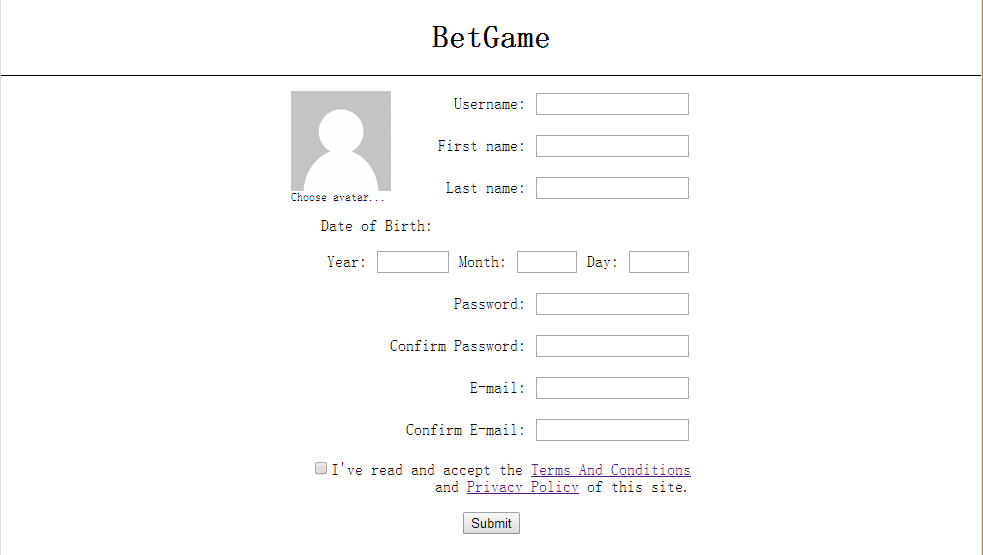
## 3.1 Required information:

* Nickname
* First name
* Last name
* Date of birth
* Password
* E-mail address
* The user accepts the “Privacy Policy” and the “Terms and Conditions” documents

## 3.2 Optional Information:

* Avatar

There are two field which require confirmation: E-mail and password. For these fields there must be a plus one input for confirmation, and the registration form has to validate that the two text field has the same value for e-mail and also for password. The password field is not a traditional text field but a password type input. The e-mail address must be checked if it’s already registered by an existing user. The required fields are signed with red asterisk and if the user want to register without giving these data the post must fail and the missing fields have to be highlighted.



# User home

The user home is basically a dashboard. There is a menu with items for navigation, a dashboard with fancy tickets. Every ticket symbolize a game where the user is registered and one more special ticket for create a new game. Beside the menu and the ticket panel there is also a notification bar/wall which contains the latest news and invitations.



## 4.1 Menu items:

* Profile settings
* Logout



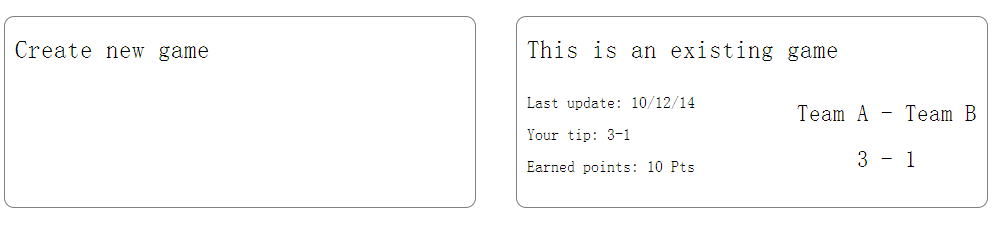
## 4.2 Tickets

The dashboard contains at least one ticket. This ticket titled with “Create new Game” is special from the point of view:

* It’s not contains game specific information
* Redirects to the create new game form instead of the specific game’s portal

The other tickets are belong to games the user attended or created. By clicking on one of these boxes the application redirects to the game portal user or admin view depends on the logged in user is the owner or not. It’s important these boxes contains information about what happened last with the game:

* The date of last update
* The user’s tip if there was any
* The result of the tip
* Match details: teams, result



# Creating a new game

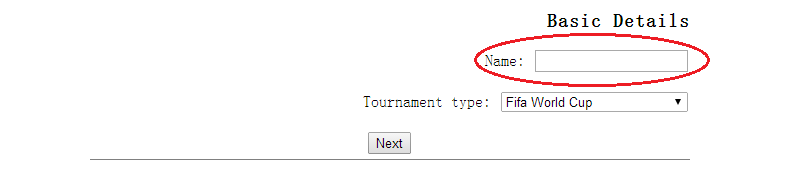
Creating a game is maybe the most complicated part of the application. The admin has to configure the whole game step by step. Must note here that almost everything will be editable till the tournament begins.

User has to define the followings:

* Name of the game
* Tournament type
* List of the teams and the groups
* Fixtures
* Rules
* Additional questions beside the rules
* Attendees

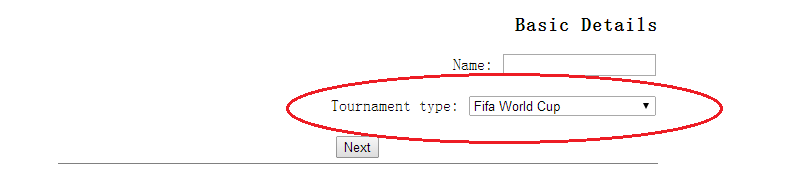
## 5.1 Name of the game

It’s a simple text box. What has defined here by the admin will show for every user who attends the game when everything happens under the tournament. On the game ticket or the notification bar.



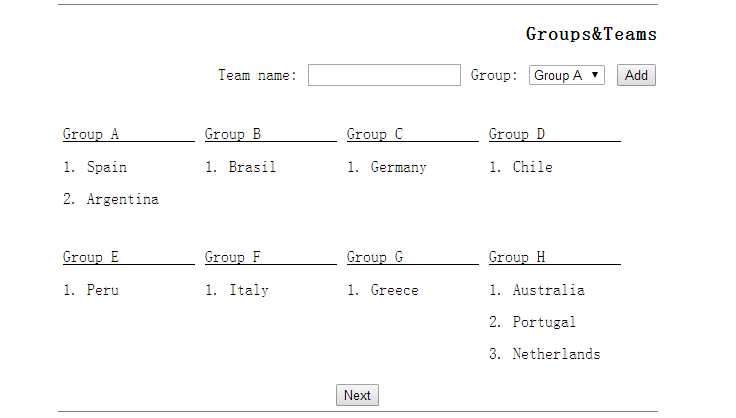
## 5.2 Tournament type

It’s an important from the flow’s perspective. This is a simple drop down where the user can choose from the basic concepts taken from international tournaments/leagues. This defines the number of groups and teams, the fixtures.



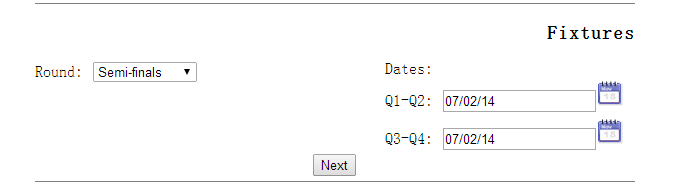
## 5.3 Groups and teams

Depends on the previous step the groups have to be visible here. All of them empty by default. Two input fields can be seen, one for the name of the team the user want to add and a drop down contains the groups which has empty spaces for the team. Necessary to check there should be no duplication among the team names.



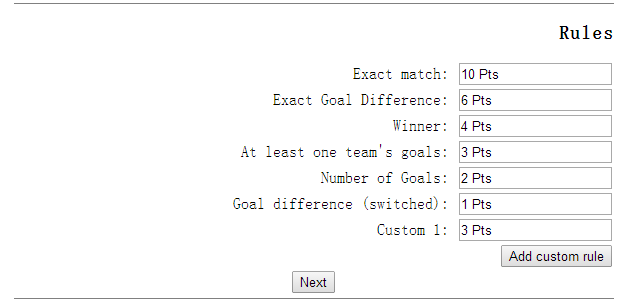
## 5.4 Fixtures

First of all what should be checked here by the user is the pairings round by round. If it’s good then come the date of the matches. For simplify this there are date pickers for all the inputs. At one time only one round’s matches are shown.



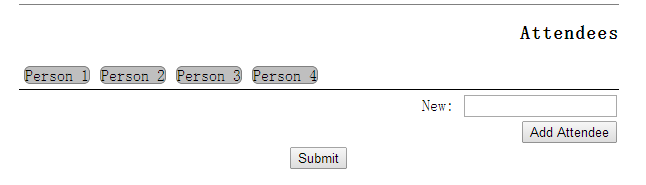
## 5.5 Rules

Two types of rules have been defined. There are predefined- and custom user defined ones. For the application given rules have to be extended only with the scores they worth. These are basically can be count from the result of the match. For the custom ones have to be defined a question beside the score. This question will be asked from the admin match by match and the answer must be chosen from a list. This list contains the all the answers provided by the players.



## 5.6 Attendees

This section has two part. One is a text input/button combo where the user can add new attendee. When He/She push the button, there must be a check if it’s a valid user name. Nice to have feature is to be an autocomplete function which advice names while the user is typing. If the addition is successful, a tag has to be shown represents the player will be invited into the game. If the user want to remove an invite he needs only to click on the specific tag.



## 5.7 Define Custom tournament type

[… To be described]

# Notification bar

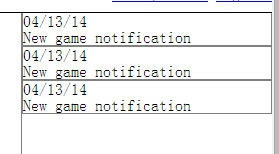
The notification bar get visible when the user log in. It’s placed in the right side of the screen and remains there till the user log out. Two basic functionality this bar has to serve. First of all it shows notifications from the games the user attended.

This messages can be the followings:

* Invite for a new game
* Anything what the Admin did on a game the user attended (match results given, fixture changes, etc.)
* Warning to make the tips for the matches coming

These notifications are in a descending order by submit date. This bar paginated if there are so much messages. Each notification can be removed by an x icon in their top right corner. A message contains its submission date and a unique message for every kind of the types it can be.

The second functionality is navigation. When the user clicks on it, the site must forward the control to the specific site to the specific part which is referred by the target notification.

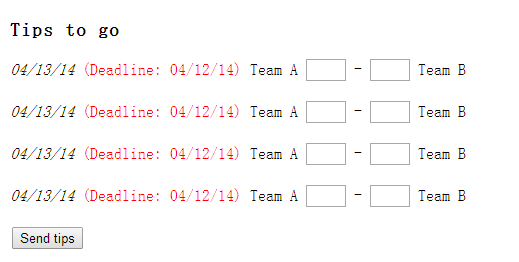


# Game portal – With user role

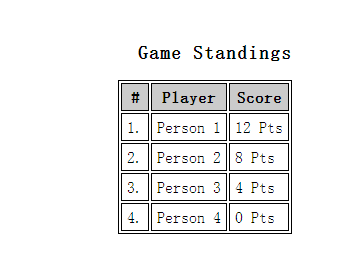
The game portal shows everything what the user should see about a game:

* Tips for the next round
* Game standings
* Standings of the tournament
* The fixtures round by round

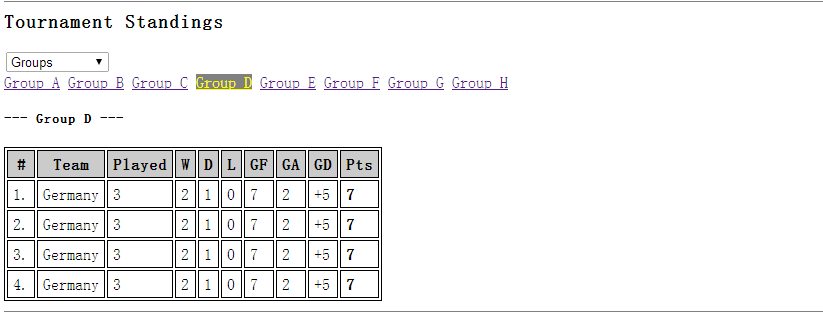
## Tips for the next round



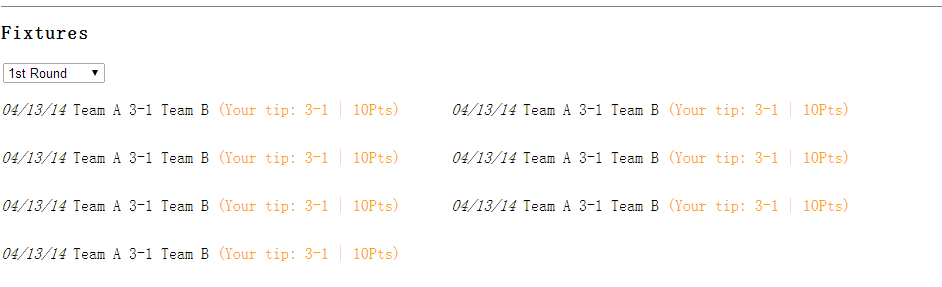
## Game standings



## Standings of the tournament



## 7.4 The fixtures round by round



# Game portal – With Admin role