**Functional Specification Document**

**-**

**BetGame**

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Revision History

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| --- | --- | --- | --- |
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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.

[TODO: Screen should be inserted here…]

# 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.

[TODO: Screen should be inserted here…]

# 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

[TODO: Screen should be inserted here…]

# 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
* Number of the teams
* Flow of the tournament
* List of the teams
* Fixtures
* Attendees
* Rules
* Additional questions beside the rules

## 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 Number of the teams

It’s an important from the flow’s perspective. This defines which flow options available. And helps the app to generate the correct amount inputs in the next steps.

## 5.3 F

## 5.4 List of Teams

It’s really important to define the proper list of the teams attended to the specific tournament. In the previous step the admin gave the explicit number and

# Notification bar

# Game portal – With user role

# Game portal – With Admin role