

Software Full Requirements Documentation

For

WagerMe

Version 1.0 approved

Prepared by Steven Poulos, Austin Moore, Chris Calvert, Zane Habib

November 6th, 2014

WagerMe LLC

Table of Contents

1. Introduction.....	
1.1 Purpose.....	
1.2 Document Conventions.....	
1.3 Project Vision and Product Scope.....	
1.3.1 Vision Statement.....	
1.3.2 Product Scope.....	
1.4 References.....	
2. Overall Description.....	
2.1 User Classes and Their Use Cases.....	
2.1.1 Better/User.....	
2.1.2 System Administrator.....	
2.1.3 Third Party Vendor.....	
2.2 Operating Environment.....	
2.3 Design and Implementation Constraints.....	
2.4 User Documentation.....	
2.5 Assumptions and Dependencies	
3. Functional Requirements	
3.1 Use Cases for Better	
UC-V-1: Create User Account	
UC-V-2: Sign In	
UC-V-3: Place Bet	
UC-V-4: View Prizes	
UC-V-5: Watch Advertisement	
UC-V-6: Deactivate Account	
UC-V-7: View WagerPoint Balance	
UC-V-8: Sync With Contacts	

- UC-V-9: Enable Notifications
- UC-V-10: Sync With Social Media
- UC-V-11: Chat Through Messaging
- UC-V-12: Add/Delete Friends
- UC-V-13: Redeem Prize
- UC-V-14: View Betting Log
- UC-V-15: View Sports Betting Lines
- UC-V-16: Delete Betting Event
- UC-V-17: Confirm Betting Event
- 3.2 Use Cases for System Administrator
 - UC-C-1: Input Third Party Prizes
 - UC-C-2: Import Sports Betting Lines
 - UC-C-3: Fill Ad Slots
- 3.3 Use Cases for Third Party Vendors
 - UC-S-1: Request Data Analytics from the Application
 - UC-S-2: Provide Content for Application
- 4. External Interface Requirements
 - 4.1 User Interfaces
 - 4.2 Software Interfaces
 - 4.3 Communications Interfaces
- 5. Other Nonfunctional Requirements
 - 5.1 Performance Requirements
 - 5.2 Security
 - 5.3 Extensibility
- 6. Business Rules
- Appendix A: Analysis Models
- Appendix B: Issues List
- Appendix C: Low Fidelity Mock-Ups
- Revision History

1. Introduction

1.1 Purpose

This document describes the requirements for the WagerMe application, which provides supporting information for and helps with the understanding of the wagering system to be created and implemented by the WagerMe team.

1.2 Document Conventions

The functional requirements for this project are organized by use case within user class which includes the user/better, third party vendors, and system administrators.

1.3 Project Vision and Product Scope

1.3.1 Vision Statement

WagerMe is a peer to peer wagering application that enables those that are interested in placing various bets on different events in their life. These bet's can be on anything from a day to day activity that a user participates in to a bet regarding a sports line or spread. This application will allow users to sync their contacts from their cellular or mobile device and add other users by username, email, or full name and request to place a wager with them, which is automatically sent when the wager is over and confirmed. Unlike other peer-to-peer betting applications WagerMe will use a currency of credits which later can be redeemed for prizes from various third party vendors. This application is intended to be a system of placing and tracking bets between peers. Focus is on ease of use and consistency throughout bets as to eliminate the hassle of trying to remember who owes who, and what is owed.

1.3.2 Product Scope

WagerMe is a standalone application that provides users with sports betting information to create bets on sporting events as well as the opportunity to create customized bets with other users of their choice. It will allow users to use in-app currency to place wagers with their peers for any amount of WagerPoints that the two betters come to terms with. This in-app currency will be used to redeem prizes set forth by third party vendors that we have decided to partner with. The WagerMe application is designed to be a leisurely, peer-to-peer betting application that allows users to bet their peers freely and fluently.

1.4 References

Existing web sites or applications used as models for ideas regarding the functionality documented here include:

- SplitMate application
- Venmo.com and the Venmo application

-I-Owe-You
-IOUtool.net
-Onsidesportsapp.com

2. Overall Description

2.1 User Classes and Their Use Cases

2.1.1 User/Better

A User/Better is someone who uses the WagerMe application to wager with other users.
Use cases:

- UC-V-1: Create User Account
- UC-V-2: Sign In
- UC-V-3: Place Bet
- UC-V-4: View Prizes
- UC-V-5: Watch Advertisement
- UC-V-6: Deactivate Account
- UC-V-7: View WagerPoint Balance
- UC-V-8: Sync With Contacts
- UC-V-9: Enable Notifications
- UC-V-10: Sync With Social Media
- UC-V-11: Chat Through Messaging
- UC-V-12: Add/Delete Friends
- UC-V-13: Redeem Prize
- UC-V-14: View Betting Log
- UC-V-15: View Sports Betting Lines
- UC-V-16: Delete Betting Event
- UC-V-17: Confirm Betting Event

2.1.2 System Administrator

A System Administrator is a person who manages the operation of WagerMe. Use cases:

- UC-C-1: Input Third Party Prizes
- UC-C-2: Import Sportbetting Lines
- UC-C-3: Fill Ad Slots.

2.1.3 Third Party Vendor

A Third Party Vendor is a company including major brands which obtain assemblies, components or other products and either integrate them into their own unique product or resell the products they have procured to customers or companies. Use cases:

UC-S-1: Request Data Analytics from the Application

UC-S-2: Provide Content for Application

2.2 Operating Environment

WagerMe shall be compatible with standard iOS operating systems greater than iOS 10. WagerMe will be able to run on iPhones, iPads, and iPods as long as the software version currently running on the device is compatible with our application.

2.3 Design and Implementation Constraints

CO-1: The Administrator shall be able to maintain and modify the application with some required specialized technical knowledge beyond basic Swift or the use of applications editing tools provided by a commercial application builder, such as AppyPie.

CO-2: Commercially available tools and resources shall be alongside custom-written code in order to create the necessary elements and aspects of the envisioned application.

2.4 User Documentation

The developer shall provide necessary documentation to enable an Administrator to perform the use cases listed in section 2.1.2 System Administrator.

2.5 Assumptions and Dependencies

There are no known assumptions or dependencies for this Application.

3. Functional Requirements

3.1 Use Cases for Users

UC-V-1: Create User Account

Description: A User will be able to create an account and register and log into the WagerMe application database.

		(Priority=H)
user.open.app	The user opens the application for the first time before they have created an account and WagerMe displays the option to register or login.	
user.create.name:	The user will be able to select a text field and enter their name and age followed by their desired username, password.	(Priority=H)
user.create.age:	The user will be able to select a text field and enter their age.	(Priority=H)
user.create.username:	The user will be able to select a text field and enter their username.	(Priority=H)
user.create.password:	The user will be able to select a text field and enter their password.	(Priority=H)
user.register.account:	The user is prompted to select the register button after all the information is correctly inputted.	(Priority=H)
user.register.confirm:	WagerMe stores the user's information in a database and sends the user an email confirmation that their WagerMe account has been created successfully.	(Priority=H)

UC-V-2: Sign-In

Description: To enter and use the full list of features that are included in WagerMe, a user must sign into the application with the credentials they assigned themselves in the "Registration" section.

signin.info:	WagerMe displays two separate text boxes, one for the user to input their username and the other to input their password. WagerMe also displays a "Forgot password/username?" option as well as a "Sign In" button.	(Priority=H)
signin.credentials:	The user enters their specific username and password and is prompted to press the login button. WagerMe then searches the database to see if the credentials are valid.	(Priority=H)
signin.enter:	When verified, the user is authenticated and directed to WagerMe's homepage.	(Priority=H)
signin.logs:	WagerMe stores the user's log-in for metrics and analytics purposes.	(Priority=H)

UC-V-3: Place Bet

Description: Users will place bets on various events with their friends. The point of placing a bet is to accumulate WagerPoints that can be used to redeem prizes.

bet.select:	The user selects the "Place Bet" option.	(Priority=H)
bet.person:	The user picks a friend from their contacts that they want to wager against.	(Priority=H)
bet.on:	The user picks the reason and types in a text field the reason for the wager.	(Priority=H)
bet.amount:	The user types in a text field that only accepts numerical amounts, how many WagerPoints they want to wager.	(Priority=H)
bet.confirm:	The user is prompted to press a "Wager" button to confirm the challenge.	(Priority=H)
bet.notification:	WagerMe then sends a notification to the person that the user selected to bet with, notifying them that they have been challenged to a wager.	(Priority=H)

UC-V-4: View Prizes

Description: A user may view the prizes/offers being offered within the WagerMe application. Users use WagerPoints to redeem these prizes/offers. Users will be able to see what the prize/offer is and how long it will be on the Marketplace for.

prize.signin:	After the user signs into WagerMe they are taken to the home screen.	(Priority=H)
prize.marketplace:	On the home screen the user is brought to the "Marketplace" tab on the drop down menu.	(Priority=H)
prize.display:	WagerMe displays a graphical list of prizes and offers that are currently being presented on the application.	(Priority=H)
prize.selected:	Once the prize is selected, WagerMe displays further details about that prize/offer	(Priority=H)

UC-V-5: Watch Advertisement

Description: A user may view advertisements in order to obtain more WagerPoints. Advertisements are used on WagerMe to provide revenue and to give companies the option to advertise on the application.

ad.tab:	From the home screen the user clicks on the "Partners" tab from the drop down menu.	(Priority=H)
ad.partners:	WagerMe redirects the user to the Partners tab where a list of advertisement videos and their WagerPoints reward are listed.	(Priority=H)
ad.select:	The user can select an advertisement that appeals to them and watch it the entire way through.	(Priority=H)
ad.reward:	After the user completes watching the advertisement, they are rewarded the WagerPoints that the ad had offered.	(Priority=H)

UC-V-6: Deactivate Account

Description: A User shall be able to deactivate/delete account if they so choose.

account.tab:	From the home screen the user clicks on the “Account” tab from the drop down menu.	(Priority=L)
account.edit:	WagerMe redirects the user to the Accounts tab where the Account information is displayed. Within this tab User will click the “Edit Profile” link.	(Priority=L)
account.deactivate:	WagerMe redirects the user to the Edit Profile page where all of the Account information is displayed in text fields available for editing. There will be a “Save” button on the bottom to save any adjusted account information. As well next to the save button there will be a link to “Deactivate Account” will be available for User to select.	(Priority=L)
account.alert:	Once “Deactivate Account” is selected an Alert will appear asking the user “Are you sure you would like to deactivate your account?” User will then have option to choose “Yes” or “No”	(Priority=L)
account.deactivated:	Once “Deactivate Account” button is selected and Alert is confirmed WagerMe redirects user to Log-In/Register Page.	(Priority=L)

UC-V-7: View WagerPoint Balance

Description: The in app currency called “WagerPoints” will be displayed for the user so that they are able to view their balance at all times

balance.view:	The Application will display the current WagerPoint balance inside of the user information box located in the top center of each page. This will allow for the user to see his/her WagerPoint balance at all times.	(Priority=H)
---------------	---	--------------

UC-V-8: Sync With Contacts

Description: A user will have the option to sync their WagerMe contacts with the contacts on the user’s phone.

contact.notify:	Upon successful completion of account creation a notification will pop-up.	(Priority=H)
contact.sync:	Notification will ask user if her or she would like to	(Priority=H)

sync WagerMe contacts with contacts in phonebook. If user selects "No" then user will be redirected to home page. If user selects "Yes" then the user's in-app contacts list will be updated to include user's iphone contacts. Contacts will display "Full Name". Upon completion of synchronization user will be redirected to home page.

contact.tab:	Once User has synced in-app contacts with phone contacts, the "Contacts" tab in the drop down menu bar will be adjusted and available for user to search through.	(Priority=H)
--------------	---	--------------

UC-V-9: Enable Notifications

Description: The User will be able to enable or disable notifications from the app. The notifications available to enabling include push notifications, and/or banner notifications.

notification.set:	There are many settings that a user can change in the "Settings" tab from the drop down menu bar. One of the available settings is to allow for notifications on the user's iphone.	(Priority=H)
-------------------	---	--------------

notification.notify:	The application shall provide multiple types of notifications that the user can choose from if he or she would like to enable notifications. As well users will be able to decide what they will receive notifications for. This can range from a fellow WagerMe user being nearby to a Wager being completed. Once specific notification type is selected, the app will save options chosen within settings.	(Priority=H)
----------------------	---	--------------

UC-V-10: Sync with Social Media

Description: The user will be able to sync his or her account with Social Media. The only type of Social Media that WagerMe currently accepts is Facebook.

media.edit:	Within the "Account Information" tab there will be a button that offers the user the ability to sync his or her account with Facebook.	(Priority=H)
-------------	--	--------------

media.sync:	Once selected the user will be asked to enter their Facebook Email and Password in text fields on a	(Priority=H)
-------------	---	--------------

separate window. When the correct/verified social media account information is entered the user will be redirected to the "Account Information" tab.

UC-V-11: Chat Through Messaging

Description: This option will give the user the ability to chat with people who they are betting against or people who are in their friends list.

chat.create:	A user shall be able to start a chat with anyone in their contacts list.	(Priority=M)
chat.message.create:	Once the user has created a chatroom with their contact of choice they will be redirected to a chatroom with themselves and their contact of choice.	(Priority=M)
chat.message.send:	A user will have a send button next to their entered message.	(Priority=M)
chat.create.place bet:	A user will be able to create a chat with a user they are betting against from the "Place Bet" screen.	(Priority=M)
chat.enable:	In settings, the user will have the option to enable the chat feature.	(Priority=M)
chat.disable:	In settings, the user will have the option to disable the chat feature.	(Priority=M)

UC-V-12: Add/Delete Friend

Description: A user will be given the ability to add or delete contacts at will during any period of active usage of WagerMe.

add.friend.fullname:	From the home screen a user will select the "Friends" option from the menu, select the "Add/Delete" friend feature, and add a friend by their full name.	(Priority=M)
add.friend.username:	From the home screen a user will select the "Friends" option from the menu, select the "Add/Delete" friend feature, and add a friend by their username.	(Priority=M)
add.friend.email:	From the home screen a user will select the "Friends" option from the menu, select the "Add/Delete" friend feature, and add a friend by their email.	(Priority=M)

delete.friend.friends .list: From the home screen a user will select the "Friends" option from the menu, select the "Add/Delete" friend feature, and delete a friend of their choice. (Priority=M)

delete.friend.friend .profile: From the home screen a user will select the "Friends" option from the menu, select a friend from the contacts list, and delete them in their contact. (Priority=M)

UC-V-13: Redeem Prize

Description: This option will give the user the ability to redeem prizes with their WagerPoints. The user will do this in the "Marketplace" section of the application.

prize.redeem.view: A user will select the "Marketplace" option in the menu and be able to view the redeemable prizes provided by third parties. (Priority=H)

prize.redeem: Once a user has gone over the redeemable prizes and selected the one they wish to redeem, they will be given a confirmation message reading "Congrats, your prize has been redeemed!". (Priority=H)

prize.redeem.insufficient.credits: If a user does not have sufficient credits to redeem a prize they will be presented an alert message reading "Sorry, you don't have enough WagerPoints to redeem this offer". (Priority=H)

UC-V-14: View Betting Log

Description: This option will give the user the ability to view the past bets they have participated in. Users can use this to either review their betting history or dispute bets they believe have been called wrong.

log.view: A user will select the "Betting Log" option in the menu and be able to view all of the bets they have been a part of. (Priority=M)

log.view.failure: If a user has yet to participate in a bet they will be presented with an alert message reading "No Bets to View". (Priority=M)

UC-V-15: View Sports Betting Lines

Description: This option will give the user the ability to view what the betting lines are for events that are taking place within the application. This will give a user valuable information on deciding what to bet on within the application.

lines.view: A user will select the "Sportsbook" option in the menu (Priority=M)
and be able to view the sports betting lines provided by
a third party.

lines.view.featured: A user will have the option to select only the "Featured" (Priority=M)
betting lines provided by the third party.

lines.view.failure: If there are no available betting lines the user will be (Priority=M)
shown an alert message reading "Sorry, no events are
available at this time".

UC-V-16: Delete Betting Event

Description: This option will give the user the ability to delete a betting event that they are currently in. Both parties will have to agree to end the betting event.

delete.event.initiate: A user will have the option to initiate a ticket for deleting (Priority=M)
a betting event from the "Current Bets" tab by selecting
the bet they want to delete.

delete.event.send.alert: After the user has selected the bet they want to delete, (Priority=M)
they will confirm and send the delete request to the
other user involved in the bet.

delete.event.confirm: The user on the receiving end of the request will have (Priority=M)
the option to confirm or deny the request. If the user
denies the request the bet will play on.

UC-V-17: Confirm Betting Event

Description: This option will give the user the ability to confirm an invitation from a friend or opponent for a bet.

confirm.event.initiate: A user will have the option to initiate a ticket for (Priority=M)
confirming a betting event from the "Current Bets" tab
by selecting the bet that they choose to confirm.

confirm.event.decline: A user will have the option to decline or confirm a bet (Priority=M)
that they have been invited to. They can press decline
event to decline the event they've been invited to.

UC-V-18: Input Third Party Prizes

Description: This option will give the system administrator the ability to add prizes from third parties to the Marketplace.

thirdparty.prize.confirm	System administrator gets confirmation from a third party vendor that they want their prizes to appear on the Marketplace and that they are valid.	(Priority=M)
thirdparty..edit.marketplace	System administrator goes in and edits the Marketplace to show the new prize from the given vendor.	(Priority=M)
thirdparty.save.marketplace	The changes are saved and the Marketplace is updated.	(Priority=M)

UC-V-19: Importing Sports Betting Lines

Description: This option will give the system administrator the ability to add prizes from third parties to the Marketplace.

import.website	Once a website is chosen, the system administrator must code a way to pull the data from the chosen website and display it on WagerMe in the Sportsbook tab	(Priority=H)
import.website.confirm	The system administrator checks to make sure all lines are accurately displayed on the Sportsbook tab.	(Priority=H)

UC-V-20: Fill Ad Slots

Description: This option will give the system administrator the ability to fill in advertising slots on the home screen/other tabs of WagerMe. This is different then the Partners tab, as those companies work directly with WagerMe and the ad slots are handled by Google's AdSense. This will allow for various companies to show their product on WagerMe as well as bring in ad revenue.

fill.search	The system administrator must visit Google's AdSense website and learn how to implement the service	(Priority=M)
fill.add	The administrator signs WagerMe up for AdSense, they must implement it to WagerMe's code.	(Priority=M)

UC-V-21: Request Data Analytics from the Application

Description: This option will give the third party vendor the ability to view analytics on how their products are doing on WagerMe.

request.program. application	The system administrator will program a separate application for third party vendors to track data analytics on their product.	(Priority=H)
---------------------------------	--	--------------

request.thirdparty .access	Third party vendors will have access to this application to track analytics of their products in real time.	(Priority=H)
-------------------------------	---	--------------

UC-V-22: Provide Content for Application

Description: This option will give the third party vendor the ability to provide WagerMe content for the Marketplace function. This will allow for the third party to potentially gain customer traffic at their place of business.

provide.thirtpart y.content	The third party vendor must choose whether they want to display advertisements, offers or prizes on WagerMe.	(Priority=H)
--------------------------------	--	--------------

provide.content.a pplication	The third party provides WagerMe with a graphic that they can use to show on Marketplace to advertise the advertisement, offer or prize.	(Priority=H)
---------------------------------	--	--------------

4. External Interface Requirements

4.1 User Interfaces

UI-1: The fields used in all forms shall be wide enough to accommodate 95% of expected entries without requiring either horizontal or vertical scrolling, however, vertical scroll bars shall become enabled if the user enters enough information to force a line break.

UI-2: For fields of known maximum length, such as the 20 characters of the password and username, the fields shall not be wider than necessary to contain the expected entries. Alert Controller will be used to display when user enters unexpected entry.

UI-3: For fields of known maximum length, such as the 30 characters of the full name, the fields shall not be wider than necessary to contain the expected entries. Alert Controller will be used to display when user enters unexpected entry.

UI-4: Each page in the application shall have a menu bar with links to the major pages within the app (major pages include the “home page” and other pages directly accessible from the home page i.e. Place Wager, Wager History, ...etc).

UI-5: Each page in the application shall display the following copyright notice at the bottom: Copyright © 2016 WagerMe LLC. All rights reserved.

UI-6: Each page in the application shall display current WagerPoints balance inside of the user information box located in the center of page.

UI-7: Scripts that are executed when the user places a Wager shall add to submission to “Current Requests” Log to indicate that the request is being processed.

UI-8: When processing of a script is completed, the application shall display a message confirming that other party has accepted the wager request, (Moving Submission from “Wagers Submitted” to “Wagers Accepted”) a message if wager has been denied, or a descriptive error message if the wager has expired (3 Day Submission Period).

UI-9: Once Accepted Bet is completed (Time entered in wager description has expired), the application shall display a message to both users as to confirm which party won the wager. After this has been entered by both users, WagerPoints will be added or deducted from the each individual’s account.

4.2 Software Interfaces

External links will exist from WagerMe to the following sites:

4.2.1 Facebook.com

4.2.2 ESPN.com

4.2.3 Bovada.lv

Links are expected to come into WagerMe Application from the following sites:

4.2.4 AppStore

4.2.5 Facebook.com

4.3 Communications Interfaces

CI-1: Link to “Chat” feature will be in 3 lined Menu Bar. Communication will be accessible between all users that are on a given user’s contact list.

5. Other Nonfunctional Requirements

5.1 Performance Requirements

PE-1: The application pages shall fully paint in an average response time of 3 seconds or less over an LTE or Wireless Internet connection.

5.2 Security

SE-1: The Application shall use standard App security protocols when transferring any private information regarding a User.

SE-2: Changes to WagerPoints shall be stamped with the user's full name, date of wager, and a unique transaction numbers to reduce the likelihood of illegal sharing of points.

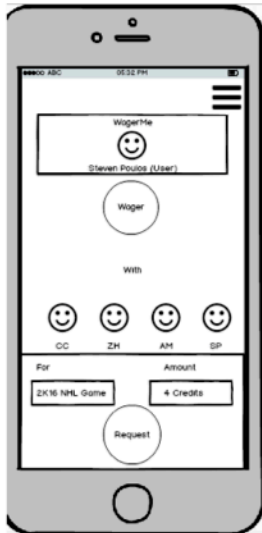
SE-3: Wagers that the user participates in will be stamped with the user's, full name, username email, date of wager, wager amount and a unique ticket number in order to track and resolve any possible disputed wagers.

5.3 Extensibility

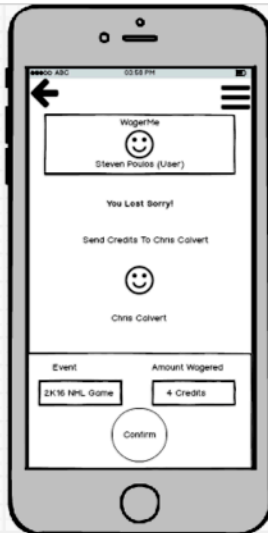
EX-1: The application shall be designed to permit adding user accounts and wager history to an external database, given that the application reach a point where the volume of submissions calls for the justification of said database. See UC-V-1 and UC-V-3.

6. Business Rules

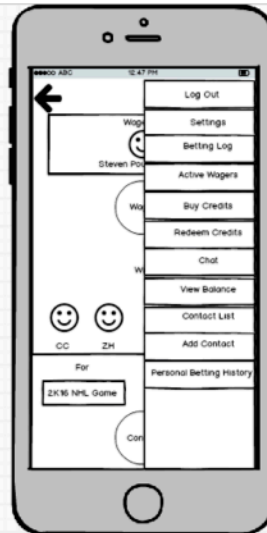
BR-1: The application will have field for user to enter Date of Birth. If user enters a Date that is under 18 years of age then user will be denied Account Creation.



this page is showing the user selecting to wager with one of their contacts over a NHL game for 4 credits



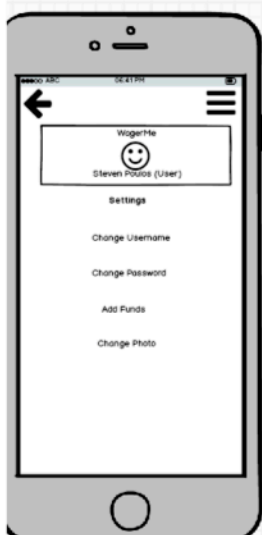
this page is showing where the user has lost a wager to a friend and the page shows what the event was and for how many credits. at the bottom the user is given to option to click a button to confirm his loss and to send the credits to Chris Colvert (other user)



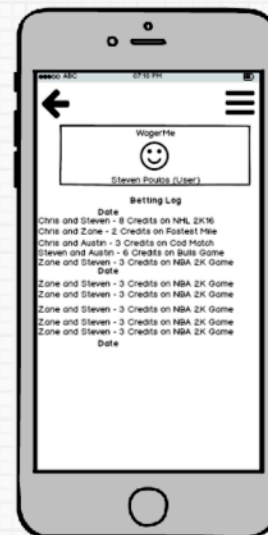
this page shows what happens when the 3 lined menu bar is clicked and the menu options are displayed. when section is made from the menu, you are taken to that particular page.



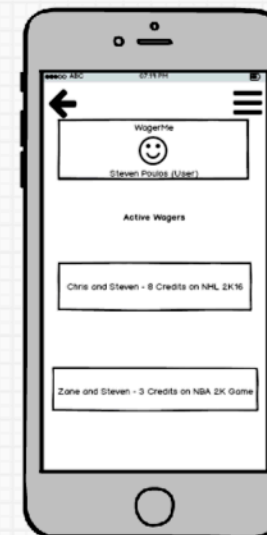
this page shows what happens when you select the logout page



this page shows what happens when you select the settings page



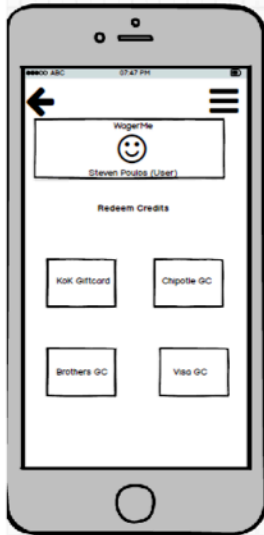
this page shows what happens when you select the betting log page



this page shows what happens when you select the active wagers page



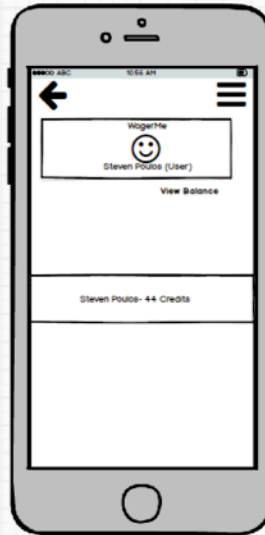
this page shows what happens when you select the Buy credits page



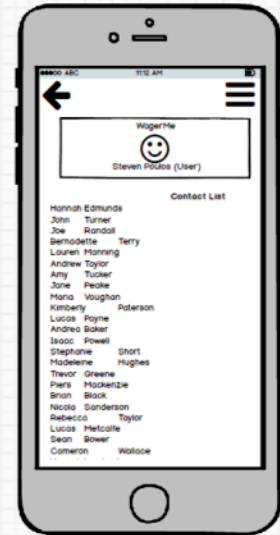
this page shows what happens when you select the Redeem credits page



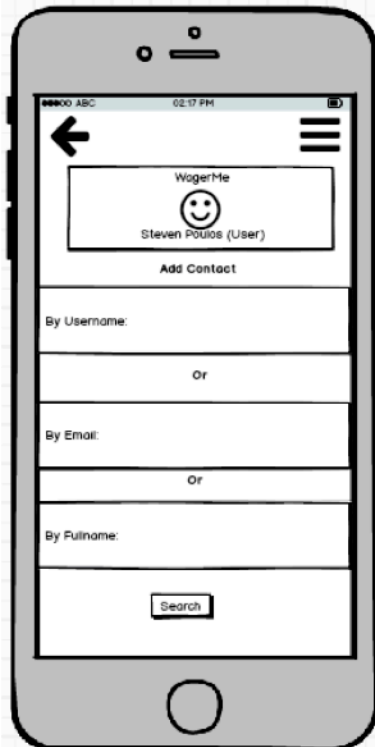
this page shows what happens when you select the Chat page



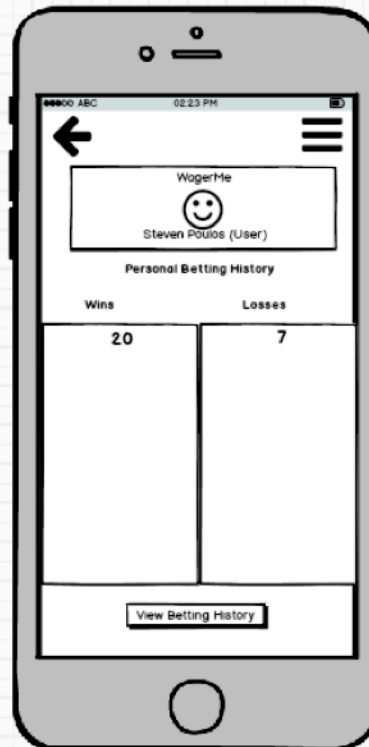
this page shows what happens when you select the View balance page



this page shows what happens when you select the Contacts page



this page shows what happens when you select the Add contacts page



this page shows what happens when you select the Personal Betting History page

Name	Date	Reason For Changes	Version