## Project Description

The project we are creating and that has been proposed in previous documentation is a fantasy Hurling game in the style of many football ones of a similar type on the market. There will be a social media aspect to the application too. The game allows you create and account, then choose a squad of players from a list. You have a maximum budget and must stay under this. Each player is awarded a score each match based on real life GAA championship games. Each user’s team is then updated at the end of each game round. The main technologies used will be Java for the backend, html and JavaScript with some CSS for styling for the front end, and of course the database, which will be SQL.

There should be no real compatibility issues within the project, however a separate mobile version of the application could, at a future time be developed. There will be no special requirements for usage of the product. It will be web based as in it will be accessed entirely via the normal HTTP request in the browser, no special software needs to be installed, and no special hardware is needed for the application on the user’s side.

On the server side, we will host the application on Microsoft’s azure servers.

## What We Will Look at in this document

In this document we will provide some analysis and conceptual design of the product using UML diagrams and modelling techniques. We will look at the following:

* Comprehensive Use Case Diagrams
* Sequence Diagrams
* Class Diagram of the final product
* Activity diagrams
* User Interface Design
* Database table and schema design and description

## Use Cases

### User checks current score

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User checks their current score



### User checks fixture

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User checks fixtures coming up



### User uses social media aspect

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User sends message

2a: User posts in the forum

2b: User sends an instant message



### User creates team

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User makes team

3: User chooses squad

4: User chooses team name



### User makes transfer

Use case specification:

1: User logs in

1a: User logs off

1b: User not registered and is prompted to register

2: User makes transfer

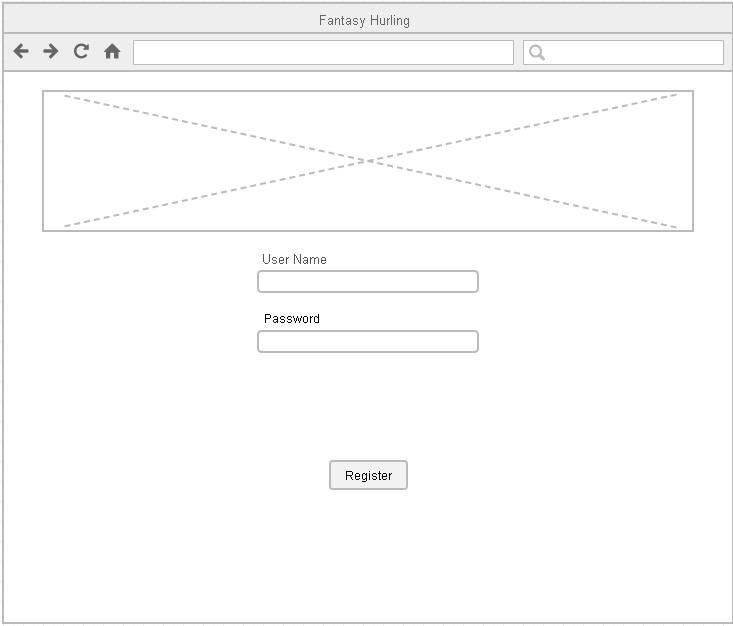
2a: User has not enough funds to make transfer

2b: User selects and invalid team choice



## Wire framing

### Login Page

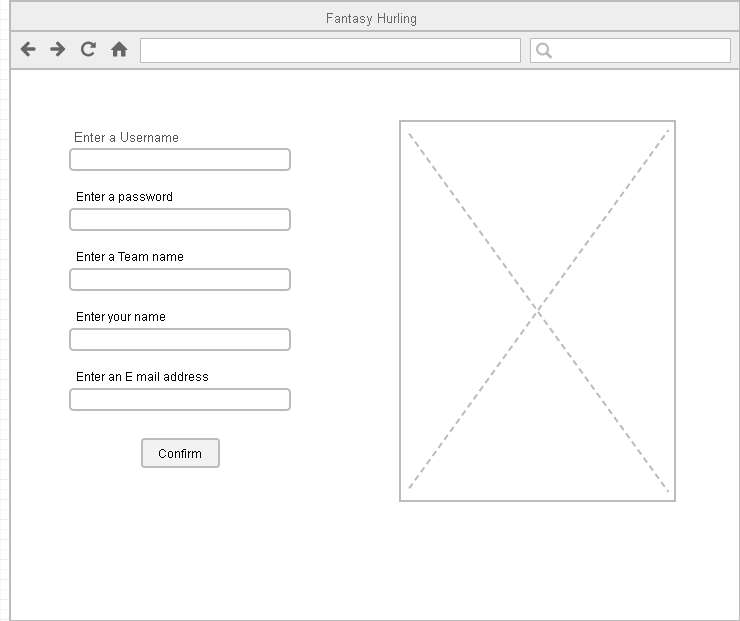


On this page the user can log into the system. They enter a username and password and are logged in. There is an image also.

Elements needed:

* 2 Text boxes
* One button
* One image

### Registration Page

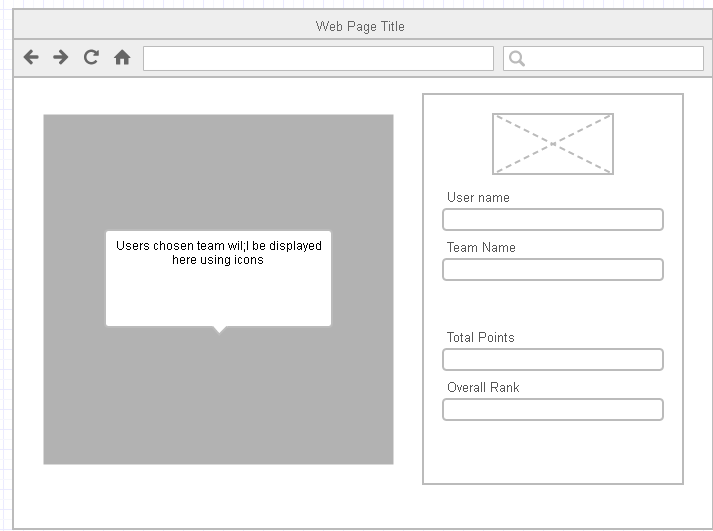


On this page the user can register if they have not already.

Elements needed:

* 5 Text boxes
* One button
* One image

### Team statistics page

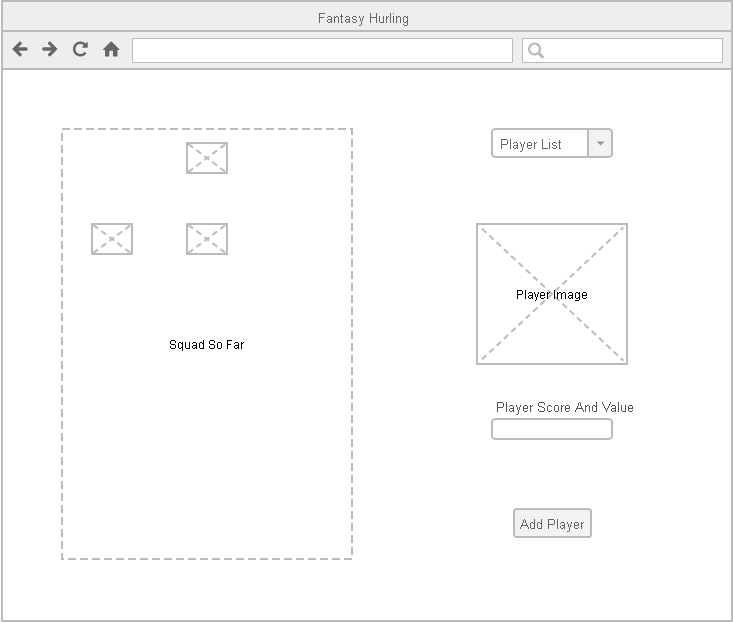


On this page the user can view their team’s current standing and overall points. It shows the user name and team name and the team the user has selected on the left

Elements needed:

* One image
* Team box made up of images and text
* Some basic Divs to show some information based on the user

### Player transfer page



On this page the user can make transfers if they want to. They can search through the database of players, remove a player from their team, and see player score and value. Nothing is confirmed till the user clicks the add player button.

Elements needed:

* One combo box
* Basic Div. to show stats about the player
* One image to show player picture
* One button to confirm change
* A box on the left with all the players selectable and removable from the players team