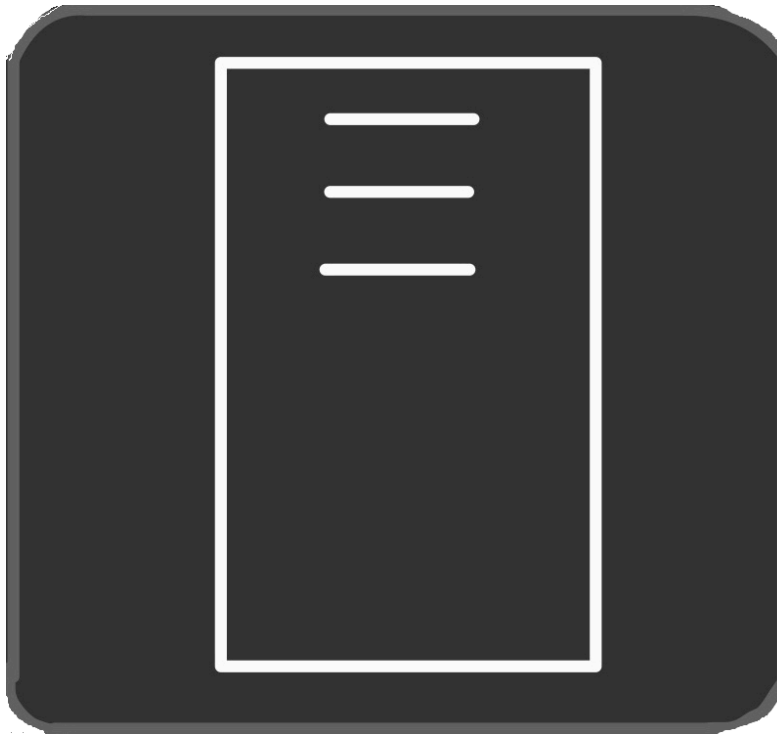# Requirements Document

The Locker Room

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1.Introduction

1.1 Purpose

This document serves to outline the functionality of the system in detail; it will describe the intended behaviour of the system in accordance with feedback from questioning the current clients. Furthermore, the document is specifically intended for viewing by Dr. Eraldo Ribeiro, our faculty advisor, and Dr. Philip Chan, our senior project teacher.

1.2 Scope

The software product being produced is a web app called "The Locker Room". The product will allow for easy organization of non-professional soccer games or sweats. The web application also allows for people to find sweats they can partake in, track their personal statistics, make new friends and chat with them, and view sweat events in real-time and after the sweat has concluded. Benefits of this software will mainly be to those who recreationally play football as they will be able to easily find games and people to play with; this is also the main goal of the project.

1.3 Definitions, acronyms, and abbreviations

Football/Soccer - a team sport played with a spherical ball between two teams of 11 players, where they kick the ball around and try to get it in the opposing team's goal. It is also referred to as soccer.
Sweat - non-professional football or soccer game.
Goal - when the ball is put past the keeper and into the back of the net
Assist - the final pass before the goal is scored
Clean sheets - conceding 0 goals
Man of the match - best player of the game
Statistics - goals, assists, cards, clean sheets, and man of the match awards

1.4 References

IEEE 830-1998, IEEE Recommended Practice for Software Requirements Specifications

1.5 Overview

The remainder of the SRS describes the initial functional requirements of The Locker Room web page. The next section, section 2, contains the product perspective and functions, user characteristics, any constraints to the project, and the assumptions and dependencies of the project. The final section, section 3, will include any specific requirements of the project. Requirements are organized by their classes. In the web app there will be several main pages and requirements will be attached to each main page.

2. Overall Description

The first expectation is that users will be able to have their own profiles where they will be able to view and change their profile picture, email, address, and phone number. They can also view their username but will not be allowed to change it for safety reasons. Furthermore, they will be able to view their statistics such as games played, goals scored, assists, clean sheets, man of the matches, and friendliness ratings along with comments.

The second expectation for this project is that users would be able to start chats with other users whether it be with a single user, a group, or a sweat chat. Users should also be able to view all of their chats.

The third expectation is that users would be able to make groups and invite people to them, and view their current group(s). On a group's page users should be able to view and make announcements that the rest of the group can see and interact with. Users should also be able to access the chat room for the group, view all the members of the group, view upcoming and past group sweats, create a sweat that automatically includes all group members, and edit the group name and profile picture.

The fourth expectation is that users would be able to find and add new friends. They should also be able to view their list of friends in alphabetical order.

The fifth expectation is that users would be able to see ongoing sweats, upcoming sweats and past sweats through the sweat page. Through this page, they should also be able to create new sweats based on the parameters that are given to them. The creator of a sweat page should have additional abilities from that of a normal user, they should be able to edit the sweat name, date time, venue, type of sweat, restrictions, and additional description and privacy of sweats. Creators or admins should also be able to alter team rosters or players involved, invite and remove players, change the status of the sweat, and sort players into teams with the other participants being admins.

The sixth expectation is that users would be able to search for sweats. When searching for a sweat, users should be able to search for a sweat by either sweat name or ID, they should also be able to filter sweats based on the type of: game, goal-size, surface, gender, and date.

The seventh expectation is that every user would have a homepage where they would be able to navigate to the other parts of the webpage and also view upcoming sweats, pending invites, pending requests, and their recent sweats.

3. Specific / Expected Requirements

3.1 Profile Features
3.1.1 Users can create an account with their first name, last name, email address, phone number, and unique username if they don't already have an account
 3.1.2 Users can log into their accounts using their username/email and password
3.1.3 Users can edit their email address, phone number, and picture on their profile
3.1.4 Users can view their statistics (goals, assists, clean sheets, man of the match, friendliness rating, and games played) by either summary, or sweat

Sample input and output for profile features

Reference	Input	Output
3.1.1	Entering all required fields (first name, last name, email, phone number, and username)	A message stating a verification has been sent to your email address
3.1.2	Enter username/email and correct password in corresponding spaces	The user will be logged in and carried to their homepage
3.1.3	Click on the edit button on the profile page Enter new information for anything you want to change	Things that can be edited will be highlighted When a valid change is made it will be saved and it will be able to be viewed on the profile page
3.1.4	Click on the filter button on the profile page and choose either summary or sweat	Either summary or sweat will be displayed based on user selection

3.2 Chat

3.2.1 Users can view a list of all their current chats (individual, group, and sweat)

3.2.2 Users can select a chat from their list of chats to enter it

3.2.3 Users can create new chats

3.2.4 Users can choose which type (all, individual, group, sweat) of their chats they want to appear in the list

Sample input and output for chats

Reference	Input	Output
3.2.1	Scrolling on list of chats	Chats are displayed to user
3.2.2	Clicking on a chat	User will enter the chat with the individual, group, or person
3.2.3	Clicking on the "+" button on the chats page	User will be able to choose an individual to message

		and then be taken to their private chat
3.2.4	Clicking on one of the tabs (all, individual, group, sweat)	User will be shown the list of chats they have in the corresponding category

3.3 Notifications

3.3.1 Users can view a list of all their notifications from chats, sweat invites and requests, if their request is accepted or declined, and when statistics are in.
3.3.2 Users can choose which type (all, individual, group, sweat) of their notifications they want to appear in the list.

Sample input and output for notifications

Reference	Input	Output
3.3.1	Clicking on notifications tab and scrolling through notifications	All user notifications will be displayed to them
3.3.2	Clicking on one of the tabs (all, individual, group, sweat)	User will be shown the list of notifications from the respective category

3.4 Friends Page

3.4.1 Users can view all of their friends in an alphabetically ordered list
3.4.2 Users can search for a friend by name or phone number
3.4.3 Users can add a new friend through their phone number, username, or email.

Sample input and output for friends page

Reference	Input	Output
3.4.1	Clicking on the friends page tab Scrolling in friends	Friends list will be displayed to user in alphabetical order

		User will see the rest of their friends list
3.4.2	Clicking on the search icon and entering username or number	Friend with the corresponding username or number will be displayed to the user
3.4.3	Clicking on the "+" symbol and inputting a username, phone number, or email	The person with the respective username, phone number, or email will be displayed for the user to add

3.5 Groups (homepage)

3.5.1 User can view the groups they are currently in, in alphabetical order
3.5.2 User can select one of their groups to enter
3.5.3 User can search for a group by name
3.5.4 User can create a group

Sample input and output for Groups (homepage)

Reference	Input	Output
3.5.1	Scrolling in the list of groups	Groups will be displayed to the user in alphabetical order as they scroll
3.5.2	Clicking on a group	Group's corresponding page will be displayed
3.5.3	Clicking on the search icon and typing a group's name	Any group with the corresponding name will be displayed to the user
3.5.4	Clicking on the "+" icon	User will be prompted to enter information for the group

3.6 Groups (in a group)

3.6.1 User can view group announcements

3.6.2 User can make announcements that the rest of the group can view
3.6.3 User can view upcoming group sweats for their corresponding group
3.6.4 User can select an upcoming sweat from their corresponding group
3.6.5 User can access data from past group sweats
3.6.6 User can create a sweat that will automatically include all group members
3.6.7 User can view all group members
3.6.8 User can start a chat with all member in the group

Sample input and output for Groups (in a group)

Reference	Input	Output
3.6.1	Clicking on the announcements icon and scrolling	User will see announcements in the order that they are posted
3.6.2	Clicking announcements and typing in the text bar and pressing enter	Text the user has entered will be displayed and uploaded to announcements
3.6.3	Scrolling in the upcoming sweats tab	User will see sweats in order of the closest
3.6.4	Clicking on a sweat	User will be taken to the corresponding sweat page
3.6.5	Scrolling through the past sweats tab	User will see past sweats of the group
3.6.6	Clicking the "+"	User will be redirected to a page to enter the sweat information
3.6.7	Clicking the "group members" icon	User will be shown a list of all group members
3.6.8	Clicking the "group chat" icon	User will be able to type in the group chat

3.7 Sweat Pages (Home)
3.7.1 User can create sweat (reference 3.8)

3.7.2 User can search for a sweat (reference 3.9)
3.7.3 User can view and select ongoing sweats
3.7.4 User can view and select upcoming sweats
3.7.5 User can view and select past sweats that they were involved in

Sample input and output for Sweat Pages (Home)

Reference	Input	Output
3.7.1	Clicking the "+" icon	User will be redirected to a page where they can choose the parameters for creating a sweat (3.8)
3.7.2	Clicking the search icon	User can search for a sweat based on given parameters (3.9)
3.7.3	Scrolling in the ongoing sweats tab and clicking on one of the ongoing sweats	User will be taken to the sweat page where they can view scores and events
3.7.4	Scrolling in the upcoming sweats tab and clicking on one of the upcoming sweats	User will be taken to the sweat page
3.7.5	Scrolling in past sweats and selecting a past sweat	User will be taken to the post sweat page where they can view the score and other sweat statistics

3.8 Creating a sweat
3.8.1 User can click on a "+" icon from the sweat pages to start creating a new sweat
3.8.2 User can select the type of sweat they want to create (1 game, multiple games, big goal, hockey goal, small goal, grass, artificial turf, concrete, wooden floor/ court)
3.8.3 User can choose the gender of the sweat (mixed, female, male)
3.8.4 User can set the date/time and venue of the sweat
3.8.5 User can invite people to the sweat

Sample input and output for creating a sweat

Reference	Input	Output
3.8.1	Clicking on the "+" icon	User will be redirected to the page where they can enter parameters for creating a sweat
3.8.2	Clicking on an empty box next to the type of sweat options	A tick will appear in the box clicked on
3.8.3	Clicking on an empty box next to the gender options	A tick will appear in the box clicked on
3.8.4	Clicking on an empty box next to the date/time options and entering the venue in the indicated spot	A tick will appear in the box clicked on and the venue address will be saved
3.8.5	Clicking on the invite players tab and selecting players to invite	A message will display to the user saying the invite has been sent

3.9 Sweat search

3.9.1 User can click an icon from the sweat pages to start searching for a sweat
3.9.2 User can choose the type of sweat they want to play (1 game, multiple games, big goal, hockey goal, small goal, grass, artificial turf, concrete, wooden floor/ court)
3.9.3 User can choose the gender they would like to play with (mixed, male, female)
3.9.4 User can choose the general date they would like to play (This week, next week, this month)
3.9.5 User can view list of all sweats based on their criteria

Sample input and output for searching for a sweat

Reference	Input	Output
3.9.1	Clicking on the search icon	User will be redirected to a

		page where they can choose the parameters of the sweat they want to attend
3.9.2	Clicking on an empty box next to the types of sweats	A tick will appear in the box clicked on
3.9.3	Clicking on an empty box next to the gender option	A tick will appear in the box clicked on
3.9.4	Clicking on an empty box in the date/time section	A tick will appear in the box clicked on
3.9.5	Scrolling in the sweat results area	All sweats matching the criteria will be displayed to the user

3.10 Sweat page (Admin/creator view)

3.10.1 Admins can edit sweat information pertaining to type of sweat, name, venue, date, time, restrictions, and privacy of sweat (private or public)
3.10.2 Admins can alter team rosters of the sweat
3.10.3 Admins can invite, remove, and accept players
3.10.4 Admins can change the status of the sweat (open or closed to requests)
3.10.5 Admins can sort confirmed persons into players in teams or more admins
3.10.6 Admins can view and make announcements
3.10.7 Admins can begin the sweat event on the day it is scheduled for

Sample input and output for sweat page (Admin/creator view)

Reference	Input	Output
3.10.1	Clicking on the edit icon on the sweat page	Items that can be adjusted will be highlighted to the user
3.10.2	Clicking on the actions tab	A new set of tabs will be displayed to the user where they can change the rosters
3.10.3	Clicking on the actions tab	A new set of tabs will be

Reference	Input	Output
		displayed to the user where they can invite, remove, or accept players
3.10.4	Clicking on the actions tab	A new set of tabs will be displayed to the user where they can change the status of the sweat
3.10.5	Clicking on the actions tab	A new set of tabs will be displayed to the user where they can sort all confirmed sweat participants
3.10.6	Clicking on the Announcements tab	User will be redirected to the announcements where they can view them or type a new one
3.10.7	Clicking the begin sweat icon	The page will change to the real-time sweat event

3.11 Sweat page (normal view)
3.11.1 User can accept or decline an invite to the sweat once they have been invited
3.11.2 User can request to join a sweat if they have not been invited
3.11.3 User can view if the sweat is full or not
3.11.4 Users can view date, time, venue, type of sweat, restrictions, and additional descriptions once the sweat is not private. If a sweat is private the user will just see the sweat name, creator, and that it is private.
3.11.5 User can view confirmed players and invited players

Sample input and output for sweat page (normal view)

Reference	Input	Output
3.11.1	Clicking on the accept invite or decline invite buttons on the top of the sweat page	User will either be confirmed in the sweat page and have normal user options if they accept, or they will be redirected back to their homepage

Reference	Input	Output
3.11.2	Clicking on the request to join button on a sweat page (only applies if the sweat is open and you have not been invited)	A message saying "Request has been sent" will be displayed to the user
3.11.3	Clicking on a sweat page that the user is interested in	Sweat page will display if the sweat is full in replacement of the request and accept/decline buttons
3.11.4	Clicking on a sweat page	All information of the sweat will be displayed to the user if they are part of it, otherwise the user will see the name and creator of the sweat
3.11.5	Clicking on the confirmed/ invited players tabs in the sweat page and scrolling	Confirmed and invited players will be displayed to the user

3.12 Sweat page (accepted player view)

3.12.1 User can view sweat name, who it was created by, date, time, venue, type of sweat, restrictions, and any additional descriptions
3.12.2 User can view and make announcements
3.12.3 User can view team rosters
3.12.4 User can view invited players
3.12.5 User can access the sweat chat via a chat shortcut button

Sample input and output for sweat page (accepted player view)

Reference	Input	Output
3.12.1	Clicking on a sweat page that the user is a part of	Sweat information will be displayed to the user throughout the page
3.12.2	Clicking on the announcements button	User will be shown the announcements page and will be able to type an announcement if they wish

		to
3.12.3	Clicking on the confirmed players tab and scrolling	User will be able to seen the players confirmed and what team they are currently put in
3.12.4	Clicking on the invited players tab	Users will be shown the players who have been invited but have not yet accepted or declined
3.12.5	Clicking on the chat button	User will be redirected to the chat page of the sweat

3.13 Sweat page - Admin (sweat has been started)

3.13.1 Admin can start new game to be displayed

3.13.2 Admin can enter or remove data (goals, assists, substitutions, red cards, yellow cards) during the game to be displayed to users watching

3.13.3 Admin can pause a game or end it when they choose to do so

3.13.4 Admin can view team names, scores, and events

Sample input and output for admins of sweats when the sweat is started

Reference	Input	Output
3.13.1	Clicking on the "+" next to the games tabs	A fresh game page will be displayed along with the other game pages
3.13.2	Clicking on a "+" next to one of the team scores	User will be prompted to enter the event that occurred
3.13.3	Clicking on the pause or end tab at the bottom of the screen	Game will be paused (timer stops moving) or the game will be ended and no more events can be added
3.13.4	Clicking on begin sweat	User will be shown events that happen on the real-time sweat page

3.14 Sweat Page - Viewer (sweat has been started)
3.14.1 User can view sweat name
3.14.2 User can view different events from the different games played in the sweat
3.14.3 User can view team names and scores

Sample input and output for viewer of a sweat that has started

Reference	Input	Output
3.14.1	Clicking on an ongoing sweat	Name of sweat will be displayed to the user
3.14.2	Clicking on an ongoing sweat	Events from the sweat will be displayed to the user on the page
3.14.3	Clicking on an ongoing sweat	User will be able to see team names and scores

3.15 Sweat Page (post sweat)
3.15.1 User can take the post sweat survey
3.15.2 User can view time left to complete the survey
3.15.3 User can view summarized events of the sweat games
3.15.4 User can view the percentage of participants that completed the survey

Sample input and output for post sweat pages

Reference	Input	Output
3.15.1	Clicking on the survey tab on a post sweat page	User will be presented questions to validate events of the sweat to log statistics
3.15.2	Clicking on a sweat that has ended less than 24 hours ago	The time to complete the survey will be displayed in the top right of the page

3.15.3	Clicking on a sweat that has ended	Summarized events will be displayed to the user (team scores,cards, goalscorers)
3.15.4	Clicking on a sweat that has ended less than 24 hours ago	The percentage of participants to complete the survey will be shown beside the time to complete the survey

3.16 Homepage

3.16.1 User can view their upcoming sweats
3.16.2 User can view their pending invites
3.16.3 User can view their pending requests
3.16.4 User can view their recent sweats

Sample input and output for homepage

Reference	Input	Output
3.16.1	Click on the home tab	Upcoming sweats will be displayed to the user
3.16.2	Click on the home tab	Pending invites will be displayed to the user
3.16.3	Click on the home tab	Pending requests will be displayed to the user
3.16.4	Click on the home tab	Recent sweats will be displayed to the user