

Requirements specification: Use Cases

Use Case 1

Scope: IFA Digital System

Level: Budget and Reporting

Primary Actor: Team Manager, IFA Budget Manager, IFA Auditor

Stakeholders: IFA, Team Managers

Main Success Scenario:

1. IFA Budget manager receives an alert.
2. IFA Budget manager assigns a budget to the teams using the system.
3. IFA Budget Manager will assign budgets to the teams using the “Budget” section in the system.

Step 1 will keep repeating until the budget is uploaded into the system.

4. Team manager receives an alert
5. Team manager can see the assigned budget.
6. Team manager assigns the budget to various team activities.
7. Team manager prepares a report of all the spendings.
8. Team manager uploads a report into the system.

Step 4 will keep repeating until the report is uploaded into the system.

9. IFA Auditor receives an alert.
10. IFA auditor can see the report submitted by the team manager.
11. IFA Auditor sends a communication to the team manager if any discrepancies in the report are found.
12. Team manager receives an alert.
13. Team manager edits the report and uploads it back to the system.
14. IFA Auditor receives an alert.
15. IFA Auditor approves the report.

Steps 11-14 will keep repeating until the IFA Auditor is satisfied with the report.

Special Requirements:

- All the stakeholders should have a user profile in the system.
- The “Budget” interface of the system is only visible to the primary actors.
- The interface should be available in multiple languages and currencies.
- The interface should have an encryption layers to protect the confidential budget data.
- IFA Budget manager can monitor the budgets in real-time.
- IFA Budget Manager cannot edit the report submitted by the team manager.
- IFA Auditor cannot edit the report submitted by the team manager.
- IFA Auditor cannot change the budget numbers.

- Team manager cannot change the budget numbers.
- Team manager can only see his/her budget.
- IFA Budget manager and IFA auditor can see all the assigned budgets.
- This complete activity is to be repeated yearly.
- The budget details should be archived for future reference.

Use Case 2

Scope: IFA Digital System

Level: Live Game Updates

Primary Actor: Referee, Sub-Referee

Stakeholders: IFA, Fans, Referee, Sub-Referee, Teams

Main Success Scenario:

1. Stakeholders **receive** an alert that a **game** has started.
2. The **referee** is on the playing field and can access the system using a mobile phone.
3. **Sub-referee** can access the system using a mobile phone.
4. Either of the primary actors records the **live scores** of the game.

Step 4 is repeated until the game ends.

5. Either of the primary actors can **post** in the system about the **penalties** issued in the game.
6. Sub-referee can **record snippets** of the live game and upload it into the system.
7. All the updates posted by the primary actors are visible to the stakeholders.

Special Requirements:

- All the stakeholders should **have** individual **user profile** in the system.
- All the stakeholders can comment on the posts uploaded by referees.
- Posts made by referees should be available in real-time.

Use Case 3

Scope: IFA Digital System

Level: Scheduling

Primary Actor: Referee, IFA Scheduling Committee member

Stakeholders: Referee, IFA, Teams

Main Success Scenario:

1. The IFA Scheduling committee **plans to schedules** the **games**.
2. **Referees receive** an alert.
3. Referees put in the system the dates they are available on.
4. The IFA Scheduling committee member enters the parameters in the system required to make a schedule.
5. The IFA Scheduling committee member enters the dates referees are available on.
6. The system generates an automatic schedule.
7. Teams receive an alert.
8. Referees receive an alert.

Special Requirements:

- All the stakeholders should have individual user profile in the system.
- The games are scheduled once a year.
- The interface should have the capability to accommodate multiple time zones.
- There should be a provision in the system which allows the scheduling committee to give a team a rest period of “n” days between two consecutive matches.

- Once a schedule is made, it cannot be changed by anyone except a senior member of the scheduling committee.
- Change in schedule has to be approved and the reason for rescheduling has to be stated.
- The schedule can be exported into a “.pdf” format.
- The teams and referees cannot edit the schedule.
- All the scheduled should be archived for future reference.

Use Case 4

Scope: IFA Digital System

Level: Fan Portal

Primary Actor: Fans

Stakeholders: Fans, IFA, Teams

Main Success Scenario:

1. Fan registers in the system and creates a user profile.
2. Fan “follows” the profiles of favourite teams and players.
3. Fan gets an alert whenever there is an activity by the followed team(s) and/or player(s).
4. A fan can see the activity and comment on the posts made by the followed team(s) and/or player(s).

Alternate Flows:

1. A fan does not have a user profile. He/she is considered as a guest user.
2. Guest User can check the live scores and live updates.
3. Guest User can check the page that displays the score of all the matches in the tournament.

Special Requirements:

- All the stakeholders should have user profile to use the “follow” feature of the system.
- All the stakeholders should have user profile to use the “alert” feature of the system.
- The system should be able to accommodate at least 50,000 users at once.
- The updates made by the users should be visible in real time.

Use Case 5

Scope: IFA Digital System

Level: User Management

Primary Actor: IFA Admin, Team Managers

Stakeholders: IFA, Teams, Referees

Main Success Scenario:

1. IFA wants to on-board a new team.
2. IFA Admin add the team manager into the system.
3. Team manager adds players of the team into the system.

Alternate Success Scenario:

1. IFA wants to on-board a new referee.
2. IFA Admin adds the referee into the system.

Special Requirements:

- Only IFA Admin can add the team managers and referees.
- Only team manager can add the team players.
- Only team manager can remove a team player.
- Each user profile is private and password protected.