

# SPORTS PLANNER, USE CASE OUTLINES

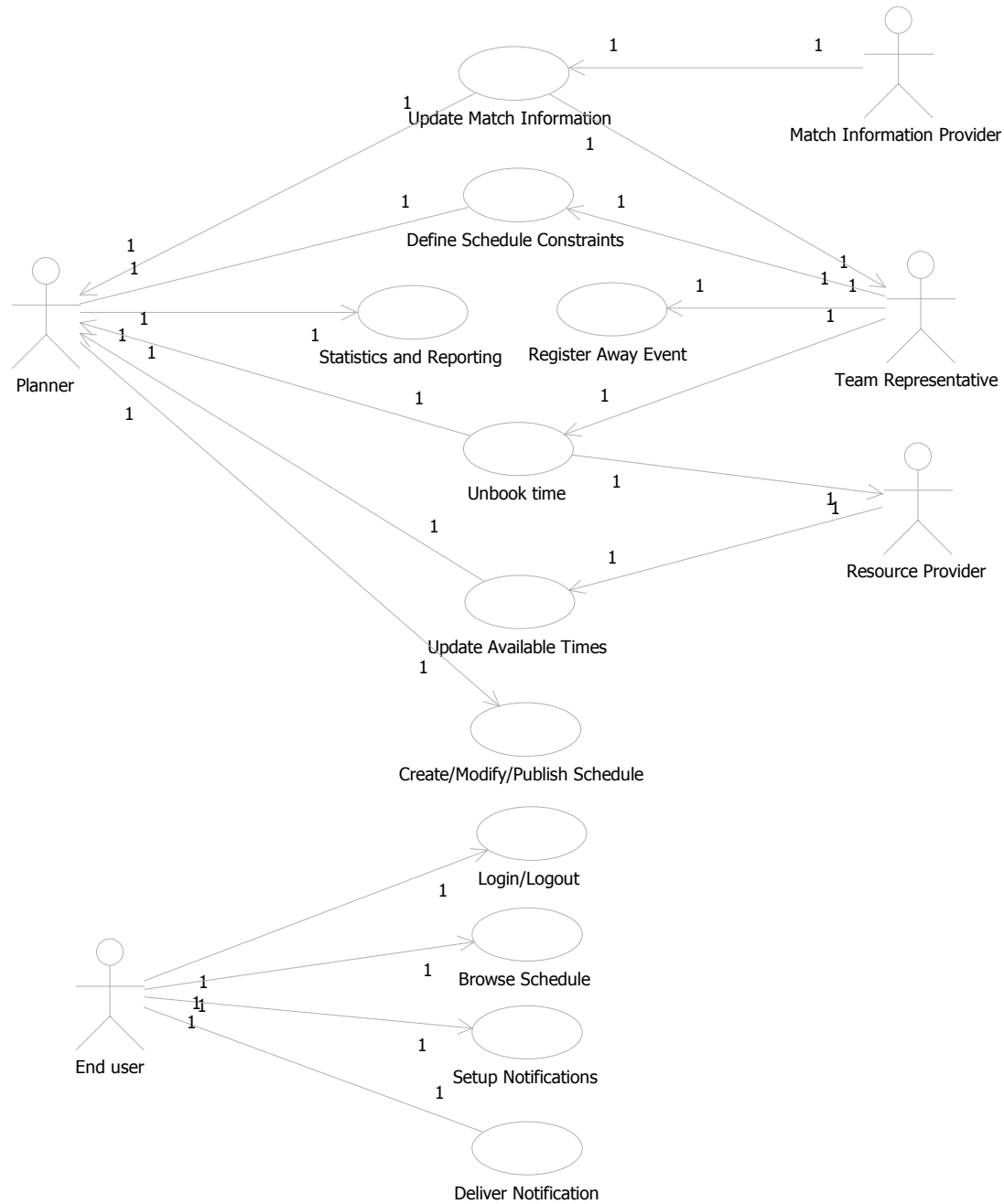
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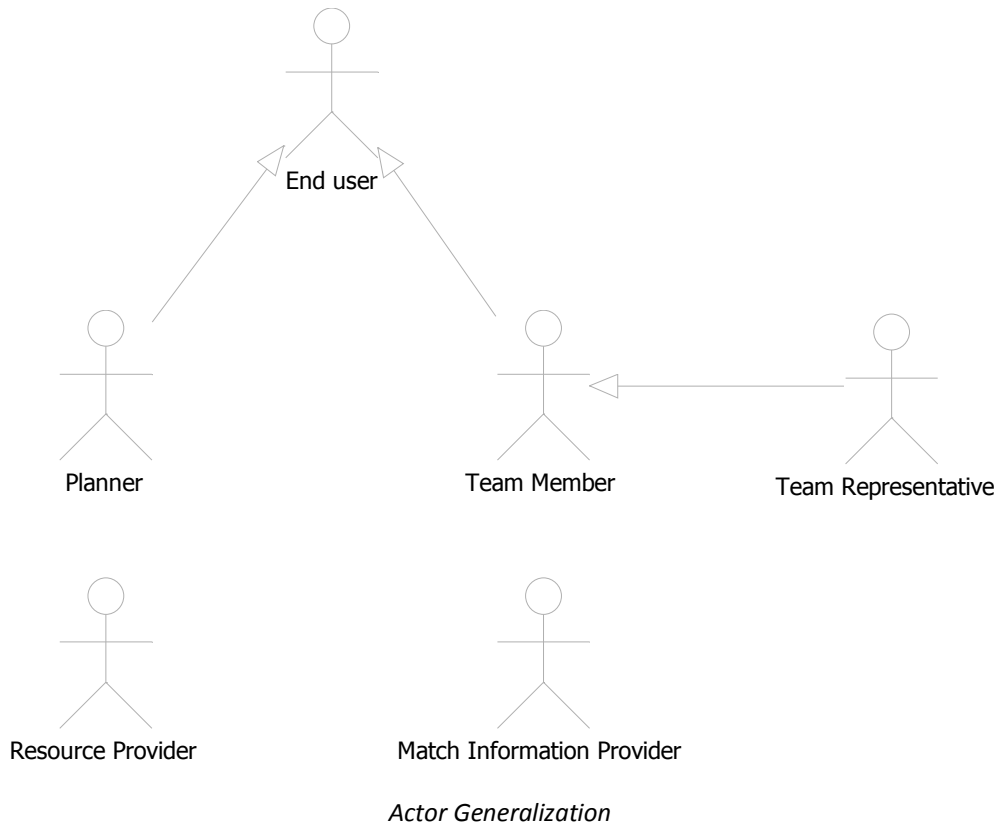
## ABOUT THIS DOCUMENT

This document is an example of what level of use case model/descriptions that one can expect to have after an initial use case modeling work shop. The document also contains an initial set of Supplementary Requirements.

## MODEL LEVEL DIAGRAMS



*Global View*



## ACTORS

### END USER

Any interactive user of the system.

### PLANNER

Is responsible for allocating times for matches and practice for the different teams in the club.

### TEAM REPRESENTATIVE

The contact person in a team that handles all interactions regarding times for practice and matches.

### TEAM MEMBER

An individual in a team that needs access to information about planning of matches and practice for the team.

### MATCH INFORMATION PROVIDER

The match information provide can send information about new/changed/deleted games to the system.

### RESOURCE PROVIDER

Provides information about what times that are available as a whole. For example time slots on the ice rink. This could be a person or a central booking system.

## USE CASES

### CREATE/MODIFY/PUBLISH SCHEDULE

The Planner creates/modifies the weekly schedule based on available input and constraints. The schedule is initially private and is published to be visible to all users only at the Planners request.

#### BASIC FLOW

- The planner selects the week to work with
- If an existing schedule is available it is presented to the planner
- The planner reviews updates to available time and accepts it into the schedule
- The planner reviews any cancellations
- The planner can now manually adjust the schedule by changing practice times

#### ALTERNATIVE FLOWS

##### DISPLAY SUMMARY

The planner can at any time display a summary showing the allocation of practice and game time for each team

##### CHECK CONSTRAINTS

The planner can at any time make a check to see if defined scheduling constraints are met.

##### PUBLISH SCHEDULE

When satisfied with the schedule, the planner can select to publish the schedule to be visible to all users. A notification is sent that a new schedule is published.

##### ADJUST GAME TIME

The Planner can change game times. Messages should then be sent to all affected parties, i.e., the affected teams Team Representative, the visiting team and the Match Information Provider.

##### GENERATE SCHEDULE PROPOSAL

The planner can at any time let the system generate a schedule proposal. The planner can then select between scheduling just unscheduled time or recalculate the schedule completely

##### PUBLISH SCHEDULE FOR REVIEW

The planner can publish the schedule for review/comments to the Team Representatives.

### BROWSE SCHEDULE

Published schedules can be browsed in read only mode.

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## UPDATE AVAILABLE TIMES

Updates the available times from the resource provider. If any new/changed times send a message to the Planner.

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## BASIC FLOW

- Updated schedule information is received from the Resource Provider
- The schedule information is read and stored in the system
- A message summarizing changes to the schedule is prepared and sent to the Planner

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## ALTERNATIVE FLOWS

TBD

## UNBOOK TIME

The Team Representative can unbook a practice time. If the unbooking is late a fee can be charged to the team.

A Message is sent to the planner

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## BASIC FLOW

- The Team Representative selects the time slot to unbook and gives the unbook command
- The Team representative confirms the operation
- The time is unbooked in the schedule
- A message is prepared and sent to the Planner

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## ALTERNATIVE FLOWS

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## LATE UNBOOKING

## UPDATE MATCH INFORMATION

The Match Information provider can at any time supply updates to the registered match information meaning that the schedule may need to be updated.

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## BASIC FLOW

- Updated/New Match information is received from the Match Information provider

Last updated: 2009-10-12

- The new/updated match information is read and stored
- A message is prepared summarizing all changes and sent to the Planner
- For each affected team a message is prepared summarizing all changes for the team and sent to the Team Representative

NOTE! The new matches aren't automatically entered into any published schedules but must first be reviewed and approved.

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## ALTERNATIVE FLOWS

TBD

## REGISTER AWAY EVENT

The team representative can register games, tournaments and so on when the team will be on the road as input to the planning.

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## DEFINE SCHEDULE CONSTRAINTS

This use case makes it possible to define schedule constraints that should be taken into account when the schedule is prepared.

Constraints must be approved by the Planner. Constraints could for example be:

- This team should never practice on Tuesdays
- This team only practices between 16:00 and 19:00 on weekdays
- Minimum/maximum weekly practice time
- And so on

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## SET-UP NOTIFICATIONS

A team member can configure notifications. They can configure what events to be notified about and how (email, SMS, when logging in).

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## DELIVER NOTIFICATION

Notifications should be delivered to the user according to the selected preferences.

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## LOGIN/LOGOUT

All users must be authenticated to use the system.

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

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## CHANGE PASSWORD

## SEND PASSWORD REMINDER

## STATISTICS AND REPORTING

Different kind of statistics and reports can be generated. Examples of reports include:

- Aggregated practice time per team
- Cost per team

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## BASIC FLOW

TBD

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## ALTERNATIVE FLOWS

TBD

## SUPPLEMENTARY REQUIREMENTS

### FUNCTIONALITY

- There should be adequate logging of all changes made to schedule information. This includes entering of input to the planning process.
- Authentication/authorization
- Technical Interfaces
- SMS Gateway
- Email service
- Web client

### USABILITY

- Interactive users should be able to use the system with a recent version of Internet Explorer, FireFox, or Safari
- It should be possible to use the system with a terminal with limited screen resolution, e.g., in a cell phone web browser

### RELIABILITY

- Planned downtime for maintenance is allowed with up to 6 hours a week
- Downtime between 8 AM and 10 PM is only allowed for emergencies and is not allowed for more than 2 hours in any 24 hour period

### PERFORMANCE

- CPU load at peak hour as defined in the traffic profile must not exceed 80%
- Traffic profile <<TO BE DEFINED>>

### SUPPORTABILITY

- External programmatic interfaces should be exposed as Web Services according to some standard <<TO BE DEFINED>>.
- Total aggregated cost for the execution platform (hardware, system software) must not exceed 2000 Euro with the defined traffic profile.
- The following patterns and practices for the Microsoft Platform (see <http://msdn.microsoft.com/en-us/library/ms998572.aspx>) should be used when building the application: <<TO BE DEFINED>>.

### CONSTRAINTS

- The backend should run on Windows Server 2008 and SQL Server 2008.
- The system should be built with .NET 4.0 and with an ASP.NET client, C# should be used as the primary implementation language