Abstract

This document provides the user requirements for ClubNet, which is a system developed by The Brofessionals. ClubNet will be used primarily by coaches and team members of amateur football teams to help them communicate and organize activities efficiently and effectively. The ClubNet system consists of a ClubNet app and a web interface. The user requirements in this document are established based on discussion with the customer, Intuitive Technologies B.V. This document complies with the ESA software standard [2].
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1 INTRODUCTION

1.1 PURPOSE

This User Requirements Document (URD) contains the requirements for ClubNet. These requirements are a negotiated agreement between the client, Intuitive Technologies B.V., and the ClubNet development team. All requirements listed only within this document will be implemented in ClubNet according to their respective priorities. Any further changes require the full consent of both parties.

1.2 SCOPE

ClubNet is a software system containing the ClubNet mobile application and a web interface. The ClubNet mobile application is designed for smartphones and tablets, and the web interface is designed for all modern web browsers. The entire ClubNet software system is conceived by Intuitive Technologies B.V. and developed by The Brofessionals.

The purpose of the ClubNet system is to assist coaches and PR managers at football clubs with organizing training and club related activities in an efficient manner. The ClubNet application provides a controlled communication mechanism to help coaches arrange activities while the web interface will be used by PR managers to manage the activities happening in the club. Even though the current scope is only about football, the ClubNet system can be extended to be used for all sports in the future.
### 1.3 DEFINITIONS AND ABBREVIATIONS

#### 1.3.1 DEFINITIONS

- **Android**: A mobile operating system mainly developed by Google.
- **AngularJS**: An open-source web application framework mainly maintained by Google [4].
- **(51,277),(246,289)**
- **Bet**: A prediction of the outcome of a match.
- **Betting pool**: A betting competition on matches during a football season.
- **Brofessionals**: The development team of ClubNet.
- **CoachAssist**: An independent software system developed by Intuitive Technologies B.V. [3].
- **Color scheme**: A set of three colors that represent the club and are used for branding the app.
- **Cordova**: A framework for creating cross-platform mobile apps.
- **Exercise poll**: A type of feed item in which users give their preference out of some given choices.
- **External Sponsor**: A sponsor who does not have a user account of the club.
- **Feed**: An overview that is visible to a user, containing all the feed items subscribed by that user.
- **Feed item**: An item containing all information about a specific activity.
- **Form**: A type of feed item in which users can indicate whether they satisfy some target.
- **Intuitive Technologies B.V.**: A software engineering company situated in the Netherlands serving the role of client.
- **Ionic**: A complete open-source SDK for hybrid mobile app development [5].
- **iOS**: A mobile operating system developed by Apple Inc.
- **Meteor**: A full-stack JavaScript solution for web apps written using Node.js [6].
- **MongoDB**: A cross-platform NoSQL database [7].
- **Season**: A period of the year in which matches are played.
- **Sticky**: Marking a club feed item so it stays at the top of the start club feed.

#### 1.3.2 ABBREVIATIONS

- **PR**: Public Relations.
- **SDK**: Software Development Kit: a set of development tools for the creation of applications for a certain framework.
- **URD**: User Requirements Document.
1.4 LIST OF REFERENCES

References


1.5 OVERVIEW

The remainder of this document consists of a general description of the ClubNet system in chapter 2. Sections 2.1 and 2.2 discuss the product perspective and general capabilities respectively. Section 2.3 discusses the general constraints The Brofessionals must comply with. Section 2.4 describes the different user groups that will be using ClubNet system. Section 2.5 describes the environment in which ClubNet will operate. Chapter 3 lists the specific requirements and their respective priorities, divided into logical categories.
2 GENERAL DESCRIPTION

2.1 PRODUCT PERSPECTIVE

Football is the most practiced sport in the world. There are millions of amateur teams that are coached by volunteering parents and other volunteering people associated with the club. It is often the case that these volunteering coaches have no managerial experience. While their job is to create a fun, football-oriented atmosphere, they can find themselves struggling with the logistical aspects of coaching a football team. There are a variety of activities to be arranged by coaches in order to run teams successfully, such as absence, driving lists and doing laundry. ClubNet aims to assist coaches to arrange these activities related to coaching a team in an effective and efficient manner, while not adding any additional burden to players or their parents. ClubNet also provides the coach with the opportunity to involve the team players in the decision making. For example, a coach might want to let their players choose which exercise will be performed during the next training session. In addition to these team-oriented features, ClubNet is also involved with the club as a whole. ClubNet aims to improve the feeling of coherence within the club, with club-wide events such as club betting and sponsoring. These events aim to involve all club members with teams that they are not affiliated with.

2.2 GENERAL CAPABILITIES

The ClubNet system will have the capabilities described below, which are divided into several categories that we call modules. These modules represent different parts of the total system and each. The modules are ordered in the way that Intuitive Technologies B.V. deemed these modules to be of importance to the goal of the application.

2.2.1 EXERCISE VOTING

An amateur football team typically has many scheduled training sessions and in each training, several exercises are selected to practice. It is common that a coach wants to involve their players in the design of the training sessions. This adds great value to a training because if the players have chosen an exercise themselves, they will be more involved in the training. To achieve this goal, ClubNet allows a coach to provide his team players with the opportunity to vote for their desired exercise for scheduled training sessions. There are three candidate exercises for each session. First, a coach must select a training date for which the poll must be held. The coach can see whether there are sets of candidate exercises for this particular training session. After selecting a set of candidate exercises for a particular training, the coach can customize the poll, including the deadline. When an exercise poll has been posted, players of the team can vote on which exercise they want to practice during the training. A player can only vote once in each poll. The exercise with
the most votes is the winner. If there is a tie, the system picks the winning exercise randomly.

2.2.2 Practicalities

Within an amateur football team, there are many practicalities that need to be taken care of to facilitate the football training sessions and matches such as laundry, driving and an absence list. A coach can create a form with a specific target on which players in the team can indicate that they or their parents satisfy the target. For example, a target can be ‘Eight car seats to Amsterdam’ and the users can indicate the number of car seats their parents can contribute. As for the absence list, the target can be simply ‘Absent from next training’ without a specified number. When eight seats are contributed, the target is reached. The form is locked when the target is reached. When a form is locked, users can no longer contribute to the task. However, a user that already contributed can also revoke his contribution. This is still possible when the form is locked. If the target is no longer reached after revoking, the form is unlocked.

2.2.3 Sponsoring

Many amateur football teams want to organize events such as a barbecue or a team outing. Usually, events like these require some amount of money, depending on the activity. When the team wants to collect money from the club, a coach can create a sponsor event for a team to gather this money. For this, a title and description are needed, as well as a target amount of money. In exchange for the money they receive, the team can specify a favor in return. Once a sponsor event is created, all members across the club can indicate how much they are willing to sponsor.

2.2.4 Betting Pool

There is one betting pool in every football season to which all users can participate. The PR manager must schedule beforehand which matches to bet on in weekly betting rounds before the start of a football season. Each betting round can be 3, 4, or 5 matches. Every week, the matches in that betting round are shown to all users. The users across the club can then vote on the result of the matches: either a win for the club’s team, a loss, or a draw. A user gets one point for every correctly predicted result. Results are kept in a leaderboard on which users can see who has the most points. In case of a tie, the system picks the winner randomly. This module is to provide the club with a competition that makes everyone associated with the club excited for all matches.

2.2.5 Heroes

The heroes module aims to put people in the spotlight. Sometimes, there are people within a club that contribute a lot. The heroes module provides the capabilities to let the club know how much these heroes are appreciated. A PR manager can choose how many heroes can be
named monthly. A coach can then name a hero with a short story which has a title, description and possibly an image. If the maximum number of heroes is reached in that month, any new hero must first be approved by PR manager before being published.

### 2.2.6 EXERCISE SUGGESTION

The goal of this module is to make training sessions more interactive. As of now, coaches will think of the entire training schedule themselves. This module allows players in a team to tell the coach which exercise they want to perform during the next training session. The coach is able to assign one player or let one player be assigned at random to suggest an exercise. The player is then able to pick an exercise from a predefined exercise list or provide a textual description possibly containing a link to a video illustrating an exercise.

### 2.2.7 OVERARCHING FUNCTIONALITY

Besides the modules mentioned above, ClubNet has several overarching capabilities that can be used in all modules. The six modules mentioned above focus on six types of activities separately: Exercise poll, form, sponsor event, betting round, heroes and exercise suggestion. ClubNet organizes these activities as feed items. Each feed item corresponds to a specific activity and contains all needed information for that activity. All members in a club can subscribe for certain types of feed items. ClubNet allows coaches and PR managers to create feed items and those feed items can then be seen and responded to by players and club members who subscribed for the corresponding types of feed items. A coach can create a note for a feed item, these are only visible to the coach himself. This note capability aims to provide the coach with an easy way to remember things to do.

Additionally, history is an important aspect of the ClubNet application. Any user can see the history of previous feed items that they are subscribed to. A user can also filter out specific type of feed items so that all feed items of that type are shown together.

### 2.2.8 POSTS

An additional module that has not been described above is the Posts module. This is a module that a coach can use for regular communication from coach to his team. With the posts module, the coach can create a feed item of type Post, to which the coach adds a title and a textual description. After publishing, players can reply to the post to communicate with the coach. Players can see their own replies, but cannot see the replies of other players to the post.

This module will not be implemented by the Brofessionals because of time limitations.
2.3  GENERAL CONSTRAINTS

Because ClubNet will be used by a very broad audience, and because ClubNet has many different features, it is essential that ClubNet is as user-friendly as possible. A user should not have any trouble in operating the system without any hint or support.

The application will primarily be used in Dutch after the initial release. However, it is a necessity to provide support for other languages, as it is likely that the application will be used internationally in the foreseeable future.

Additionally, there are some constraints regarding the code base of the application. ClubNet should be implemented in a highly modularized style to make it easy to add new features to meet future needs. ClubNet should also be API-driven so that the features of implemented modules can be reused easily. The code for the application should be built using a single code-base to allow for better maintenance. There are also constraints concerning the performance and system environment, which can be can be seen in section Constraint Requirements.

2.4  USER CHARACTERISTICS

In practice, there are usually multiple teams in a club. Each team typically consists of two coaches and some players. There are also general club members in each club who are mostly fans. Besides team members and general club members, there are PR managers. Coaches and PR managers in a club need to arrange a variety of activities as mentioned in section General capabilities. Thus there are four user categories accordingly, namely coach, player, general club member and PR manager. There are some common characteristics shared among all user categories. Each user category also has its own characteristics. The need of all users will be met with the corresponding function modules described in section General capabilities.

2.4.1  COMMON CHARACTERISTIC

Users of all categories will use ClubNet to check feed items and participate in club betting and sponsoring. The way a user participates in an activity is through responding to the corresponding feed item.

2.4.2  USERS

Coach

The main user of ClubNet is the coach. A coach is mainly responsible for arranging activities related to training sessions, practicalities, and sponsoring. In detail, a coach will use ClubNet to create feed items of following types; exercise poll, form, heroes, and sponsor event.
Player
The second target user is the player. A player will use ClubNet to participate in activities including exercise voting and practicalities planning. In detail, players will use ClubNet to respond to feed items of type exercise poll and form. In practice, it is common that a player (especially under the age of twelve) is a kid without a smartphone. In that case the parents of the player will use their smartphones to log in to ClubNet with the account of the player in order to participate in various activities on behalf of the player (or together with the kid).

General club member
The third user group is the General club member. General club members can be parents of players or just a fan of the club. They are not part of a team, but they will use ClubNet to be informed about and participate in various activities within the club. General club members do not have an exclusive purpose of use other than those mentioned in section Common characteristic.

PR manager
The last user group is the PR manager. A PR manager can be seen as a manager of a club. PR managers will use web interface to manage feed items of types betting round, heroes, and sponsor event. PR managers can sticky, withdraw feed items of the mentioned types, schedule weekly betting rounds for a season, and set a maximum number of feed items that can be created per month of types heroes and sponsor event.

2.5 ENVIRONMENT DESCRIPTION
The domain model for ClubNet system is shown in Figure 1. All components highlighted in gray need to be implemented by The Brofessionals. The ClubNet system consists of a back-end server and a front-end. The front-end consists of the ClubNet app and a web interface. The web interface will be used by PR managers exclusively while the ClubNet app will be used by all other users. The back-end server consists of two submodules, namely the back-end database and back-end logic. The back-end database stores all relevant data needed for the features of ClubNet. The back-end server is always running and responding to the requests sent from the front-end application and web interface. The ClubNet system also connects to the database of CoachAssist for necessary data updates and retrievals. CoachAssist is a system developed by Intuitive Technologies B.V. which aims to assist coaches in detailed training plannings. The ClubNet system will retrieve all necessary information related to training sessions from the database of CoachAssist. Intuitive Technologies B.V. will provide the needed interfaces for data retrieval. The database of CoachAssist is independent of the ClubNet system.
2.6 ASSUMPTIONS AND DEPENDENCIES

In order for the ClubNet app to function correctly, the following assumptions and dependencies must be met.

- Intuitive Technologies B.V. will provide a fully functional web server.
- Intuitive Technologies B.V. will provide an interface to access the database of CoachAssist.
- CoachAssist is functional regarding features of scheduling trainings.
- The details of all users are stored correctly in the database of CoachAssist.
- Intuitive Technologies B.V. will provide a user group for testing the user friendliness.
- Intuitive Technologies B.V. will provide a list of all matches for each football season.
• Intuitive Technologies B.V. will provide a logo, a name and a color scheme for each club which will use ClubNet system.
# 3 SPECIFIC REQUIREMENTS

In this chapter we state the requirements and constraints of the product. The product will adhere to all of these requirements. To prioritize how important these requirements are, we use the MoSCoW model. The capital letters in MoSCoW stand for: [1]

- **M** Must have: requirements that are fundamental to the solution. Without these the solution will be unworkable and useless. Must haves define the Minimum Usable Subset which an Agile Project Framework project guarantees to deliver.

- **S** Should have: important requirements for which there is a short-term workaround. Normally classed as mandatory when more time is available, but without them the business objective will still be met.

- **C** Could have: for requirements that can more easily be left out.

- **W** Won't have: for requirements that can be included in later development. Won’t haves are excluded from plans for the current delivery.

## 3.1 CAPABILITY REQUIREMENTS

### 3.1.1 GENERAL

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<td>A user can sign out from the ClubNet app.</td>
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<td>A PR user can sign out from the web interface.</td>
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URF1 - 9
A user can change his password.

URF1 - 10
A user can change his email address.

URF1 - 11
A user can reset a lost password.

URF1 - 12
A user can view the feed in the ClubNet app.

URF1 - 13
A user can view feed items posted to the club in the feed.

URF1 - 14
A player can view feed items posted to his team in the feed.

URF1 - 15
A user can filter the feed on types of feed items.

URF1 - 16
A user can subscribe to notifications about feed item of certain types.

URF1 - 17
A PR user can upload a club logo.

URF1 - 18
A PR user can pick three colors for the color scheme.

URF1 - 19
A PR user can specify the name of the club.

URF1 - 20
A coach can initiate a chat session with a player.

URF1 - 21
A coach can initiate a chat session with another coach from the same team.

URF1 - 22
A coach can create textual notes for a feed item.

URF1 - 23
A coach can edit textual notes for a feed item.

URF1 - 24
A coach can delete textual notes for a feed item.

URF1 - 25
A user can subscribe to notifications about feed item of certain types.

URF1 - 26
A user can filter the feed on types of feed items.

URF1 - 27
A user can view feed items posted to the club in the feed.

URF1 - 28
A user can view feed items posted to his team in the feed.

URF1 - 29
A user can filter the feed on types of feed items.

URF1 - 30
A user can subscribe to notifications about feed item of certain types.

When a user is signed in to the ClubNet app the ten latest relevant feed items are shown.
URF1 - 26
A PR user can sticky a heroes feed item.

URF1 - 27
A coach can sticky a form feed item in his team.

URF1 - 28
A PR user can sticky a sponsor event feed item.

URF1 - 29
A PR user can sticky a betting round feed item.

URF1 - 30
A coach can sticky an exercise suggestion feed item in his team.

URF1 - 31
A coach can sticky an exercise poll feed item.

URF1 - 32
A PR user can edit the first name of a player.

URF1 - 33
A PR user can edit the last name of a player.

URF1 - 34
A PR user can edit the first name of a general club member.

URF1 - 35
A PR user can edit the last name of a general club member.

URF1 - 36
A coach can delete a feed item that was created by them.

3.1.2 EXERCISE VOTING

URF2 - 1
A coach can create an exercise poll within their team.

URF2 - 2
A coach can specify a title for an exercise poll.

URF2 - 3
A coach can select for which training session he wants to create the poll.

URF2 - 4
A coach can set the deadline for the exercise poll.

URF2 - 5
A coach can define whether the players can see intermediate results of a poll.
URF2 - 6  
A coach can define whether the players can see the final results of a poll.

URF2 - 7  
After an exercise poll is created, the system sends a notification to all players within the team.

URF2 - 8  
A coach can see the intermediate results of a poll.

URF2 - 9  
A coach can see the final results of a poll.

URF2 - 10  
A player can vote on one candidate exercise for each poll.

URF2 - 11  
If the deadline is reached, the system picks the winning exercise.

URF2 - 12  
If all players voted, the system picks the winning exercise.

URF2 - 13  
If there is no tie, the system picks the exercise with the most votes as the winner.

URF2 - 14  
In case of a tie, the system randomly picks one of the exercises with the most votes as the winner.

URF2 - 15  
A user can see the results of previous exercise polls.

3.1.3 PRACTICALITIES

URF3 - 1  
A coach can create a form within their team.

URF3 - 2  
After a form is created, the system sends a notification to all players within the team.

URF3 - 3  
A coach can pick a title for a form.

URF3 - 4  
A coach can indicate how many units are needed for the target of the form.

URF3 - 5  
A coach can indicate whether a form should be posted repeatedly.
### 3.1.4 SPONSORING

**URF4 - 1**  
A coach can create a sponsor event within their club.
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</table>

<table>
<thead>
<tr>
<th>URF4 - 4</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A coach can set a deadline for a sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 5</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A coach can specify a title for a sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 6</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A coach can specify a description for a sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 7</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A user can indicate how much they want to sponsor to a sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 8</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A user is able to see how much money is collected in total for a sponsoring event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 9</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can see how much money is sponsored by which user for a sponsoring event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 10</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can retract any sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 11</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A coach can retract sponsor events he created.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 12</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can add an external sponsor to a sponsor event.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 13</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can specify the name of an external sponsor.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 14</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can specify the amount of money sponsored by an external sponsor.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF4 - 15</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A user can see the results of previous sponsoring events.</td>
<td></td>
</tr>
</tbody>
</table>

### 3.1.5 CLUB BETTING

<table>
<thead>
<tr>
<th>URF5 - 1</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can create a betting pool for the upcoming season.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>URF5 - 2</th>
<th>could have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A PR user can schedule weekly betting rounds for the upcoming season.</td>
<td></td>
</tr>
</tbody>
</table>
### User Requirements

<table>
<thead>
<tr>
<th>URF5 - 3</th>
<th>could have</th>
<th>A PR user can select either three, four, or five matches for the betting rounds before the season.</th>
</tr>
</thead>
<tbody>
<tr>
<td>URF5 - 4</td>
<td>could have</td>
<td>After a weekly betting round is created, the system sends notification to all users in the club.</td>
</tr>
<tr>
<td>URF5 - 5</td>
<td>could have</td>
<td>A PR user can see the list of matches for the upcoming season.</td>
</tr>
<tr>
<td>URF5 - 6</td>
<td>could have</td>
<td>A PR user can set the list of matches on which to bet for the upcoming season.</td>
</tr>
<tr>
<td>URF5 - 7</td>
<td>could have</td>
<td>A user can see the leaderboard of a betting pool.</td>
</tr>
<tr>
<td>URF5 - 8</td>
<td>could have</td>
<td>A user can place a bet on matches of a round from the start of the round till the day before the match.</td>
</tr>
<tr>
<td>URF5 - 9</td>
<td>could have</td>
<td>A correct bet awards the user one point in the betting pool.</td>
</tr>
<tr>
<td>URF5 - 10</td>
<td>could have</td>
<td>A user can see the leaderboards of previous betting pools.</td>
</tr>
<tr>
<td>URF5 - 11</td>
<td>could have</td>
<td>A PR user can retract a betting round.</td>
</tr>
<tr>
<td>URF5 - 12</td>
<td>could have</td>
<td>A user can see the results of previous betting rounds.</td>
</tr>
<tr>
<td>URF5 - 13</td>
<td>could have</td>
<td>A coach cannot place bets on matches of his teams.</td>
</tr>
<tr>
<td>URF5 - 14</td>
<td>could have</td>
<td>Players cannot place bets on matches of their team.</td>
</tr>
</tbody>
</table>

### Heroes

<table>
<thead>
<tr>
<th>URF6 - 1</th>
<th>must have</th>
<th>A coach can create a heroes feed item.</th>
</tr>
</thead>
<tbody>
<tr>
<td>URF6 - 2</td>
<td>could have</td>
<td>A PR user can create a heroes feed item.</td>
</tr>
<tr>
<td>URF6 - 3</td>
<td>could have</td>
<td>A PR user can specify how many heroes items can be posted each month.</td>
</tr>
<tr>
<td>URF6 - 4</td>
<td>could have</td>
<td>A heroes item is posted to the club feed if the maximum number of heroes items of that month...</td>
</tr>
</tbody>
</table>
is not reached yet.

**URF6 - 5**

*could have*

A notification is sent to a PR user if a heroes item is created while the maximum number of items is reached.

**URF6 - 6**

*could have*

A PR user can approve a new heroes item if it is created while the maximum number of items is reached.

**URF6 - 7**

*could have*

A heroes item is posted to the club feed if it is approved by a PR user though the maximum number of items is reached.

**URF6 - 8**

*could have*

A PR user can decline a new heroes item if it is created while the maximum number of items is reached.

**URF6 - 9**

*should have*

A notification is sent to all users if a heroes item is posted.

**URF6 - 10**

*could have*

A PR user can retract a heroes feed item.

**URF6 - 11**

*must have*

A coach can specify a title for a heroes feed item.

**URF6 - 12**

*must have*

A coach can specify text for a heroes feed item.

**URF6 - 13**

*should have*

A coach can specify an image for a heroes feed item.

**URF6 - 14**

*could have*

A PR user can specify a title for a heroes feed item.

**URF6 - 15**

*could have*

A PR user can specify text for a heroes feed item.

**URF6 - 16**

*could have*

A PR user can specify an image for a heroes feed item.

**URF6 - 17**

*must have*

A user can see previous heroes items.

### 3.1.7 Exercise Suggestion

**URF7 - 1**

*could have*

A coach can select a player to suggest an exercise for the next training session.
<table>
<thead>
<tr>
<th>URF7 - 2</th>
<th>could have</th>
<th>A coach can specify that a random player should be assigned to suggest an exercise.</th>
</tr>
</thead>
<tbody>
<tr>
<td>URF7 - 3</td>
<td>could have</td>
<td>The assigned player user can suggest an exercise to the coach.</td>
</tr>
<tr>
<td>URF7 - 4</td>
<td>could have</td>
<td>The assigned player can pick an exercise from the exercises in CoachAssist.</td>
</tr>
<tr>
<td>URF7 - 5</td>
<td>could have</td>
<td>The assigned player can provide a link to a video with an exercise.</td>
</tr>
<tr>
<td>URF7 - 6</td>
<td>could have</td>
<td>The assigned player can suggest an exercise through a textual description.</td>
</tr>
<tr>
<td>URF7 - 7</td>
<td>could have</td>
<td>The system sends a notification to a player when he has been assigned to suggest an exercise.</td>
</tr>
<tr>
<td>URF7 - 8</td>
<td>could have</td>
<td>The system sends a notification to a coach when an exercise suggestion is sent to him.</td>
</tr>
<tr>
<td>URF7 - 9</td>
<td>could have</td>
<td>The coach user can see the history of suggested exercises</td>
</tr>
<tr>
<td>URF7 - 10</td>
<td>could have</td>
<td>A user can see the results of previous exercise suggestions.</td>
</tr>
</tbody>
</table>

### 3.1.8 POSTS

<table>
<thead>
<tr>
<th>URF8 - 1</th>
<th>won’t have</th>
<th>A coach can create a post feed item.</th>
</tr>
</thead>
<tbody>
<tr>
<td>URF8 - 2</td>
<td>won’t have</td>
<td>A coach can specify a title for a post feed item.</td>
</tr>
<tr>
<td>URF8 - 3</td>
<td>won’t have</td>
<td>A coach can specify text for a post feed item.</td>
</tr>
<tr>
<td>URF8 - 4</td>
<td>won’t have</td>
<td>Pupils can read the post feed items created by their coach.</td>
</tr>
<tr>
<td>URF8 - 5</td>
<td>won’t have</td>
<td>Pupils can reply to a post feed item.</td>
</tr>
<tr>
<td>URF8 - 6</td>
<td>won’t have</td>
<td>Pupils can see their own reply to a post feed item.</td>
</tr>
<tr>
<td>URF8 - 7</td>
<td>won’t have</td>
<td>Pupils cannot see the replies of other pupils to a post feed item.</td>
</tr>
</tbody>
</table>
Coaches can see all replies to a post feed item.

### 3.2 CONSTRAINT REQUIREMENTS

#### 3.2.1 ENVIRONMENT

**URC1 - 1**  
The ClubNet app provides means to be available in multiple languages.

**URC1 - 2**  
The ClubNet app is available in Dutch.

**URC1 - 3**  
The ClubNet app is available in English.

#### 3.2.2 APP ENVIRONMENT

**URC2 - 1**  
The ClubNet app runs on smartphones running iOS 7.0 and higher.

**URC2 - 2**  
The ClubNet app runs on smartphones running Android 4.1 (Jelly Bean) and higher.

**URC2 - 3**  
The ClubNet app runs on tablet devices running iOS 7.0 and higher.

**URC2 - 4**  
The ClubNet app runs on tablet devices running Android 4.1 (Jelly Bean) and higher.

**URC2 - 5**  
The ClubNet app runs in portrait mode.

**URC2 - 6**  
The ClubNet app runs in landscape mode.

**URC2 - 7**  
The ClubNet app is built on a single code-base.

#### 3.2.3 WEB ENVIRONMENT

**URC3 - 1**  
The web interface of ClubNet runs and display correctly in Chrome version 48 and newer.

**URC3 - 2**  
The web interface of ClubNet runs and display correctly in Firefox version 44 and newer.
The web interface of ClubNet runs and display correctly in Internet Explorer version 11 and newer.

The web interface of ClubNet runs and display correctly in Safari version 8 and newer.

### 3.2.4 Interfaces

The ClubNet system must be able to retrieve data from CoachAssist.

The ClubNet system must be able to send data to CoachAssist.

### 3.2.5 Adaptability

The ClubNet system must be designed with a modular style in mind.

### 3.2.6 Usability

A user must be able to perform a use case without any hints or instructions within 10 minutes.

A user must be able to perform a use case without any hints or instructions within 5 minutes.

A user must be able to perform a use case without any hints or instructions within 2 minutes.

A user must be able to perform any functionality within 10 user actions.

A user must be able to perform any functionality within 5 user actions.

A user must be able to perform any functionality within 3 user actions.

### 3.2.7 Performance

A view's content should load within 5 seconds.
<table>
<thead>
<tr>
<th>URC7 - 2</th>
<th>should have</th>
</tr>
</thead>
<tbody>
<tr>
<td>A view’s content should load within 3 second.</td>
<td></td>
</tr>
<tr>
<td>URC7 - 3</td>
<td>could have</td>
</tr>
<tr>
<td>A view’s content should load within 1 second.</td>
<td></td>
</tr>
<tr>
<td>URC7 - 4</td>
<td>must have</td>
</tr>
<tr>
<td>A user interaction should result in some visual feedback within 1 second.</td>
<td></td>
</tr>
<tr>
<td>URC7 - 5</td>
<td>could have</td>
</tr>
<tr>
<td>A user interaction should result in some visual feedback within 0.5 seconds.</td>
<td></td>
</tr>
<tr>
<td>URC7 - 6</td>
<td>could have</td>
</tr>
<tr>
<td>A user interaction should result in some visual feedback within 0.2 seconds.</td>
<td></td>
</tr>
</tbody>
</table>
## A  APPENDIX - USE CASES

The following use cases describe sequences of actions that an actor can perform in order to complete a given task. The use cases are grouped together according to the capability modules described in General capability. For all use cases we describe the actions that should be done by the actor and the responses from ClubNet. Next to the steps and responses we describe the goals, precondition, summary and priority of the use cases. Some use cases contain alternative paths. These alternative paths only differ on a limited set of steps from the original use case. We denote the alternatives by only describing the steps that changed.

### A.1  GENERAL

#### A.1.1  SIGNING IN

**Goals:** To sign in.

**Summary:** A user signs in.

**Priority:** Must have.

**Steps:**

<table>
<thead>
<tr>
<th>Actor actions</th>
<th>ClubNet response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Open the interface.</td>
<td>2. Display sign in dialog.</td>
</tr>
<tr>
<td>3. Enter username.</td>
<td>6. Display feed.</td>
</tr>
<tr>
<td>4. Enter password.</td>
<td></td>
</tr>
<tr>
<td>5. Click on the sign in option.</td>
<td></td>
</tr>
</tbody>
</table>

**Alternatives:**

6.A Display error message and go back to step 3

#### A.1.2  SIGNING OUT

**Goals:** To sign out.

**Precondition:** A user is signed in.

**Summary:** A user signs out.

**Priority:** Must have.

**Steps:**
**Actor actions**
1. Click the sign out option.

**ClubNet response**
2. Sign user out.
3. Display sign in dialog

### A.1.3 ADDING A USER ACCOUNT

**Goals:** To add a user account.

**Precondition:** A PR user is signed in to the ClubNet web interface.

**Summary:** A PR user adds a user account.

**Priority:** Must have.

**Steps:**

*Actor actions*  
1. Click the account management option.

*ClubNet response*  
2. Display list of user profiles.

3. Click on the add user dialog.

4. Display add user dialog.

5. Enter an email address.
6. Enter a full name.
7. Click on the confirm option.

7. Add user dialog closes.
8. Send email to email address of newly created user.

### A.1.4 CHANGING PASSWORD

**Goals:** To change a password.

**Precondition:** A user is signed in to the ClubNet app.

**Summary:** A user changes his password.

**Priority:** Must have.

**Steps:**
A.1.5 CHANGING EMAIL ADDRESS

Goals: To change an email address.
Precondition: A user is signed in to the ClubNet app.
Summary: A user changes his email address.
Priority: Must have.
Steps:

1. Click on profile.
2. Display users profile.
3. Click on the change email option.
4. Display change email dialog.
5. Enter new email address.
6. Click on the save option.
7. Change email dialog closes.
8. Update the email address.

A.1.6 CREATING A FEED ITEM

Goals: To create a new feed item.
Precondition: A user is signed in to the ClubNet app.
Summary: A feed item is created by a user.
Priority: Must have.
Steps:

1. Click on profile.
2. Display users profile.
3. Click on the change email option.
4. Display change email dialog.
5. Enter new email address.
6. Click on the save option.
7. Change email dialog closes.
8. Update the email address.
Actor actions  
1. Click on the feed item creation option.  

ClubNet response  
2. Display a list of possible feed item types.  

3. Click on one of the feed item types.  

4. Display a details page.  

5. Enter details.  

6. Click on the creation option.  

7. Create a new feed item.  

8. Send a notification to all users who subscribed to the selected feed item type.  

A.1.7  ADDING A NOTE  
Goals: To add a note to a feed item.  
Precondition: There is an active feed item. A coach user is signed in to ClubNet app.  
Summary: A note is added to a feed item.  
Priority: Could have.  
Steps:  

Actor actions  
1. Click on a feed item  

ClubNet response  
2. Display a details page.  

3. Click on add note option  

4. Enter note.  

5. Click confirm option.  

6. Register the new note.  

A.1.8  EDITING A NOTE  
Goals: To edit a note to a feed item.  
Precondition: There is an active feed item with a note. A coach user is signed in to ClubNet app.  
Summary: A note of a feed item is edited.  
Priority: Could have.  
Steps:
**Actor actions**

1. Click on a feed item with a note
2. Display a details page.
3. Click on edit note option
4. Edit note.
5. Click confirm option.
6. Update the note.

**A.1.9 STICKY A FEED ITEM**

**Goals:** To sticky a feed item.

**Precondition:** A PR user is signed in to web interface or a coach is signed in to ClubNet app.

**Summary:** A feed item is stickied to the top of the user feed.

**Priority:** Should have.

**Steps:**

**Actor actions**

1. Click on a feed item which the user can sticky
2. Display a details page.
3. Click on sticky option
4. The feed item is stickied to the top of user feed.

**A.1.10 VIEWING FEED ITEM HISTORY**

**Goals:** To view the previous feed items of a certain type.

**Precondition:** A user is signed in to ClubNet app.

**Summary:** The list of all previous feed items of the selected type is shown.

**Priority:** Must have

**Steps:**

**Actor actions**

1. Click on a filtering option
2. Display a list of possible feed item types.
3. Click on one feed item type
4. Display a list of all previous feed items of the selected type
**A.1.11 CHATTING**

**Goals:** To have real-time chatting from a coach with a player or another coach.

**Precondition:** A coach user is signed in to ClubNet app.

**Summary:** Chat session is created between a coach and a player or another coach.

**Priority:** Could have.

**Steps:**

<table>
<thead>
<tr>
<th>Actor actions</th>
<th>ClubNet response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Click on a chatting option.</td>
<td>2. Display a list of possible players and coaches.</td>
</tr>
<tr>
<td>3. Click on one contact.</td>
<td>4. Display a chatting page.</td>
</tr>
</tbody>
</table>

**A.2 VOTING EXERCISES**

**A.2.1 VOTING ON AN EXERCISE POLL**

**Goals:** To vote on an exercise poll.

**Precondition:** A player user is signed in to ClubNet app. There is an active exercise poll feed item created.

**Summary:** A vote for an exercise is placed by a player user.

**Priority:** Must have.

**Steps:**

<table>
<thead>
<tr>
<th>Actor actions</th>
<th>ClubNet response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Scroll the feed to view an exercise poll feed item.</td>
<td>2. Display details of the feed item.</td>
</tr>
<tr>
<td>3. Click on the vote option of one exercise.</td>
<td>4. Display confirmation option dialog.</td>
</tr>
<tr>
<td>5. Click on confirm option</td>
<td>6. A vote is registered for the exercise poll</td>
</tr>
<tr>
<td>7. Confirmation option dialog closes.</td>
<td></td>
</tr>
</tbody>
</table>

**Alternatives:**

5.A Click on close confirm and continue at step 7

**A.2.2 VIEWING THE RESULT OF AN EXERCISE POLL**

**Goals:** To view the history of an exercise poll.

**Precondition:** A user is signed in to ClubNet app. There is an active exercise poll feed item cre-
ated within the team of the user. The exercise poll is set to show the result.

**Summary:** The result of an exercise is shown to the user.

**Priority:** Must have.

**Steps:**

<table>
<thead>
<tr>
<th>Actor actions</th>
<th>ClubNet response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Scroll the feed to view an exercise poll feed item.</td>
<td>2. Display the result of the exercise poll.</td>
</tr>
</tbody>
</table>

### A.3 PRACTICALITIES

#### A.3.1 RESPONDING TO A PRACTICALITIES FORM

**Goals:** To indicate whether a user satisfies a goal.

**Precondition:** There is an active form feed item. A player user is signed in to ClubNet app.

**Summary:** The indication by an user is registered.

**Priority:** Must have.

**Steps:**

<table>
<thead>
<tr>
<th>Actor actions</th>
<th>ClubNet response</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Scroll the feed to view a form feed item</td>
<td>2. Display the details of the feed item.</td>
</tr>
<tr>
<td>3. Enter a number.</td>
<td>5. Register the new response.</td>
</tr>
<tr>
<td>4. Click on confirm option.</td>
<td>6. Close the details of the feed item.</td>
</tr>
</tbody>
</table>

**Alternatives:**

3.A Skipped

4.A Click on close confirm and continue at step 6

#### A.3.2 WITHDRAWING AN INDICATION FROM A PRACTICALITIES FORM

**Goals:** To withdraw an indication to a practicalities form.

**Precondition:** There is an active form feed item responded by an player user. The player user is signed in to ClubNet app.

**Summary:** The indication by an user is withdrew from a form feed item.

**Priority:** Must have.

**Steps:**
**A.4 SPONSORING**

**A.4.1 RESPONDING TO A SPONSORING EVENT**

**Goals:** To indicate how much to sponsor for an event.

**Precondition:** There is an active sponsor event feed item. An user is signed in to ClubNet app.

**Summary:** The indication by a user is registered.

**Priority:** Must have

**Steps:**

1. Scroll the feed to view a sponsor event feed item
2. Display a details of the feed item.
3. Enter a number
4. Click on confirm option.
5. Register the new response.

**Alternatives:**

4.A Click on close confirm and continue at step 5

---

**A.4.2 VIEWING THE RESULT OF A SPONSORING EVENT**

**Goals:** To view the result of a sponsor event.

**Precondition:** There is an active sponsor event feed item. A PR user is signed in to web interface.

**Summary:** The result of sponsor event is shown to a PR user.
Priority: Must have

Steps:

Actor actions | ClubNet response
--- | ---
1. Click on a sponsor event feed item | 2. Display the result of the feed item.

A.5 CLUB BETTING

A.5.1 SCHEDULING CLUB BETTINGS

Goals: To schedule weekly betting rounds for a season.
Precondition: A PR user is signed in to web interface.
Summary: A schedule of weekly betting rounds for a season is created.
Priority: Should have.
Steps:

Actor actions | ClubNet response
--- | ---
1. Click on a scheduling betting rounds option. | 2. Display a details page.
3. Enter detail.
4. Click on scheduling option.
5. A schedule is created.
6. Close the details page.

Alternatives:
4. A Click on close scheduling and continue at step 6

A.6 HEROES

A.6.1 SETTING MAXIMUM NUMBER OF HEROES ITEM PER MONTH

Goals: To set the maximum number of heroes items that can be created per month.
Precondition: A PR user is signed in to web interface.
Summary: The maximum of heroes items that can be created per month is set.
Priority: Could have.
Steps:
Actor actions
1. Click on the rules setting option.

ClubNet response
2. Display a list of possible rules to set.

3. Click on maximum number of heroes setting rule.

4. Display a details page.

5. Enter details.
6. Click on the creation option.

7. Set the maximum number of heroes items that can be created per month.
8. Close the details page.

Alternatives: 5.A Click on close creation and continue at step 8

A.6.2 APPROVING/DECLINING A HEROES ITEM

Goals: To approve/decline a created heroes item
Precondition: A PR user is signed in to web interface.
Summary: A created heroes item is approved/declined.
Priority: Could have.
Steps:

Actor actions
1. Click on the pending feed items option.

ClubNet response
2. Display a list of pending feed items.

3. Click on a heroes feed item.

4. Display a details page.

5. Click on approve/decline option.

7. Approve/decline the heroes feed item.

A.7 EXERCISE SUGGESTION

A.7.1 CREATING AN EXERCISE SUGGESTION INVITATION

Goals: To create a new feed item for exercise suggestion.
Precondition: A coach user is signed in to ClubNet app.
Summary: A feed item for exercise suggestion is created by a coach user.
Priority: Could have.
Steps:
**Actor actions**
1. Click on the feed item creation option.

**ClubNet response**
2. Display a list of possible types of feed item.

3. Click on the type of exercise suggestion.

4. Display a list of players in the team.

5. Click on a player.

6. Enter details.

7. Click on the creation option.

8. Create a new exercise suggestion feed item.

9. Send notification to the selected player.

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**A.7.2 SUGGESTING AN EXERCISE**

**Goals:** To suggest an exercise to coach.

**Precondition:** There is an active exercise suggestion item for a player. That player is signed in to ClubNet app.

**Summary:** An exercise suggestion is registered.

**Priority:** Could have.

**Steps:**

**Actor actions**
1. Scroll the feed to view the exercise suggestion feed item

2. Display the details of the feed item.

3. Enter the description of an exercise

4. Click on confirm option

5. A suggestion of exercise is registered.

6. A notification is sent to the coach user who created the feed item.

7. Close the details page.

**Alternatives:**

5. A Click on close confirm and continue at step 7