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Daffodil International University

Faculty of Science & Information Technology
Department of Software Engineering
Midterm Examination, Summer 2026
Course Code: SE212; Course Title: Software Requirements Specification & Analysis
Sections & Teachers: RMS(A-C), NML(D), KBB(E-F), MSS(G)
Time: 1 Hour 30 Mins **Marks: 25**

Answer ALL Questions

[The figures in the right margin indicate the full marks and corresponding course outcomes. All portions of each question must be answered sequentially.]

Sara is a 28-year-old football enthusiast and founder of **WorldCup Connect**, a digital fan engagement platform designed for FIFA World Cup 2026 supporters worldwide. She has been managing online football communities for more than 8 years and understands fan expectations regarding match updates, team information, and interactive experiences. Sara frequently uses technology for managing fan activities, publishing football content, and analyzing audience engagement. However, she prefers simple and user-friendly platforms because she manages the community using both laptop and smartphone devices.

Through the WorldCup Connect platform, football fans can create profiles, follow their favorite teams, check match schedules, view player statistics, participate in polls, and interact with other supporters. The admin panel allows content managers to update match information, manage fan communities, publish announcements, and monitor user activities. Sara uses the analytics dashboard to track fan engagement, popular teams, and trending discussions. The system also provides real-time match notifications, live score updates, ticket information, and personalized recommendations. The platform ensures secure user authentication, supports multiple languages, and provides mobile-friendly access for international football fans.

1.	*a)*	*Analyze the given scenario and articulate the functional requirements for the system, explaining how they support its intended functionalities and user experience.*	[Marks-4]	CLO-1 *Level-2*
	b)	***Describe** the user profile of Sara and illustrate her smooth interaction with the WorldCup Connect platform.*	[Marks-3]	
	c)	***Identify** the relevant three feasibility types — technical, economic, and operational — involved in developing the FIFA World Cup 2026 Fan Engagement Platform. Then, explain how each selected feasibility study helps assess the success of this proposed system and why these feasibility assessments are necessary before implementation.*	[Marks-4]	
2.		Rafiq, a young entrepreneur, owns **GoalZone Store**, an online football merchandise platform that sells FIFA World Cup 2026 jerseys, scarves, flags, and accessories for international football fans. The platform is especially popular among supporters of teams like Brazil, Argentina, France, and other World Cup nations. Rafiq manages product collections, customer orders, and promotional campaigns through the system. He frequently uses technology for inventory management, customer communication, and online sales monitoring.		CLO-2 *Level-2*

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	The GoalZone Store website allows customers to browse official and customized team jerseys, select sizes, compare prices, check product reviews, place orders, and track deliveries. Fans can personalize jerseys by adding player names and numbers. The admin panel allows store managers to add new products, manage inventory, monitor sales, handle customer complaints, and analyze purchasing trends. The system provides personalized product recommendations based on customer preferences, real-time order notifications, secure online payments, and delivery updates. To improve customer experience, the platform supports multiple languages, mobile-friendly access, and secure user authentication.			
	a)	*Based on the GoalZone Store scenario, select the most appropriate elicitation techniques to gather requirements from key stakeholders such as football fans, store managers, delivery partners, and administrators. Justify your choice with a detailed explanation of how each technique will help in collecting accurate and comprehensive requirements for the system.*	[Marks-6]	
	b)	***Discuss** the limitations or drawbacks of alternative elicitation techniques that you decided not to use for the GoalZone Store system. Explain why these techniques are less effective or unsuitable considering the system's large customer base, e-commerce environment, and real-time order management requirements.*	[Marks-3]	
3.	a)	*Draw a Use Case Diagram for the GoalZone Store FIFA World Cup 2026 jersey and merchandise selling system. Include key actors and illustrate their major interactions with the system.*	[Marks-5]	CLO-3 *Level-3*

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