1.1 User Accounts

Brief Description: Through the use of a registration and confirmation process the parent will be provided with a user and password, which will allow them to register their child and follow the progress with regards to trivia matches or workout sessions.

1.1.1 Guardian & Student Joint account

Brief Description: Guardians are granted special permissions in the student’s account in regard to their personal information.

* Each student will be assigned a special ID number it the format xxxx.yyyy where xxxx is the number assigned to their school, and yyyy is the unique student ID. this will be important as the sponsor leaderboard will need to display sponsors from their school.

    1.1.2 Medical expert account

Brief Description: Fitness experts, health experts, and nutrition experts can

sign up for accounts to give students advice to help maximize their health and performance for their respective sport.

1.1.3 Athletic coaches/officials

Brief Description:  Coaches and officials are allowed to track their athlete’s progress and performance using the tracking services. Officials will be charged with distributing and registering access ID’s for students during the first week of school.

* High level admins.
* The accounts will be handled through granted special access ID’s.

1.1.5 Forgot Password

* In case of a forgotten password, user will asked to provide some information from their account information in addition to the two identification questions.

1.2 Registration

    1.2.1 Student Registration

Brief Description: At login screen it will allow users to register an account for the website/game. Certain information will be required for creation of account to verify student identity. Through the use of admin/coach distributed access codes students will be given access to make an account with certain info. This information includes:

* Student’s full name
* ID number
* Password
* One-time access key to register
* 2 more identification questions (in case of password lost)
* Subscription through parent: their will be verification email sent that parent clicks, and student is verified/ registered through their ID number
  + Accepts credit/debit card and paypal
  + Using a 3rd party secure payment gateway such as Vue, Cybersource, or Verisign.

Accounts will be verified using a one time use of an access key granted by school administration. This will be in the form of an ID number that will indicate student # and school #. (Security 1.7)

All data such as credit card information and medical information is then requested to apply to database. The actor in this requirement is the student and admin. Use: recording students accounts, student’s progress, milestones reached, standings, and updates.

1.3 Sponsors

    Brief Description: At the end of every month, the top 10 sponsors’ data will be sent to a deciding committee for the next month that will be assessed. The sponsors for each school who are chosen will be displayed on the main page for applicable students (students who attend the benefiting school) to view.

* Local facilities that are acting as benefactors will be displayed at the top of the list during a location search(1.4)
* Sponsers will donate on the website, and a third party payment system will facilitate a transaction through an interface to the website

1.4 Search engine for local facilities

    Brief Description: A locational search function for athletes to have their location geo-fenced to specific areas around them so they can find local gym facilities. This also allows for certified experts to know what kind of equipment they have access to making the personalized routine more precise to the needs of the athlete.

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1.5 Social Media

    Brief Description: Allows for athlete, coaches, and medical experts to share the website for marketing purposes.  All participants are able to share via social media: Facebook, Instagram, and Twitter.

- As a separate function of the main website, using Facebook, Twitter, Instagram API’s we will apply a scroll box that cycles between major media outlets that will allow users to connect and comment on each others posts via the applet.

- The site will implement a filter function based on keywords and attempted loopholes to control what is displayed through the media applet to ensure only professional and positive interest is controlled.

1.6  Game mechanics

* Jeopardy/Trivia game in addition to other small games (possibly)
* Restores action points that allow for players to gain xp in certain skills (not definite)
* Coaches can check off if an athlete completes tasks in class and in afterschool activities like running a certain number of miles at practice or something pertaining to that sport.

1.7 Security

* Users will be responsible for sharing their information.
* We will implement identity management system, this will apply arole-based access control with advanced administrative permissions and password policies to ensure safe and secure access
* No personal payment information will be stored within the website database. All personal information will be used temporarily within a 3rd party secure payment service.

After Registration (1.2):

* Main server automatically updates database with a indicator that a specific ID was used. The ID is then compared with the local school server for a matching distributed verification number such as Account ID or invitation with expiration via parent or student email. This will verify their account and give them access to roam the free sections of the site. ~~The admin will then be prompted about user registration and then blacklist the ID so that it cannot be used again.~~

1.8 Use Case Diagram

|  |  |
| --- | --- |
| NAME | Beast Mode Inc |
| ID | iSwol |
| DESCRIPTION | A browser based interactive gaming system that encourages healthy and active lifestyles through competitive and educational gameplay. |
| ACTORS | Parent,Children,Coach,Anonymous,Medical Expert, Department of Education, Congress. |
| ORGANIZATIONAL BENEFITS | Educate young athletes to make smarter health decisions and in return a healthier athlete. |
| FREQUENCY OF USE | Anytime an actor needs to use the application or anonymous user uses the public facing features. |
| TRIGGERS | Registering for account. Starting Game.  Logging in.  Payment Authentication. |
| PRECONDITIONS | Access to Internet.  User’s system has capability for Player vs Player interaction.  User’s system has capability to subscribe to more features for students which they have to setup a payment. |
| POSTCONDITIONS | After gameplay point scored are applied to a leaderboard system and updated to provide accurate class ranking.  After students subscribe they are able to use more of the website features such as using health experts and additional health features. |
| MAIN COURSE | 1. User logs on (AC1 - 5)  2. Start a new game (EX2)  3. End game  4. Outcome of game applies to leaderboards.  5. Return to main page.  6. Traverse any other process (See Alternate Course)  NOTE: After Registration process there exists many alternative course of actions. |
| ALTERNATE COURSE | New user’s Approval Process  1. School provides each potential user with a unique registration code (i.e One time code)  2. System requires user to enter unique registration code  3. If the student’s ID is not blacklisted a new account can be created  4. Unique registration code can only be used once  AC1 Registering Account:  1. System prompts user for distributed access code.  2. System determines if access code is valid. (EX4)  3. User enters email and password.  4. System redirects user to page to enter basic info such as  name, height, weight, and sport.  5. Upon completion of registration the user is redirected back to the home page  AC2 No Account (Anonymous):  1. User declines to create account  2. Redirected to home page  AC3 System Timeout (Extended non-Use)  1. Specifically important for inactivity during game or inactivity during updates to personal information such as medical docs or payment info.(EX6)  AC4 School Official/Coach Account:  1. System prompts for access code (EX5)  2. Directs to profile to apply personal info.  3. Has a list of accessible accounts monitor progress for student body  AC5 Medical & Fitness Experts  1. System prompts for access code (EX5)  2. Directs to personal profile  3. The application will request the user’s location in order to update the map’s API  4. Can access list of students and their medical records based on a permission access control that limits the size of the overall number of governed students.  AC6 Paid Subscription  1. User / Parent / Guardian selects a type of paid subscription  2. A paid account is provided with better, more in depth features  3. New features include:   * Access to Nutritionist * Access to personal trainers * Physical evaluations   AC7 Location Search  1. The application provides the user with a list and map of the professionals that are partners with the program.  2. Users can opt to set up an online meeting if they prefer it, and the professional allows it  AC8 Sponser Send and Update  1. Sponsors who wish to donate to the program will be able to do so through a main page ‘Donate’ button.  2. This will link to a 3rd party payment system that will allow benefactors to make donations.  3. The amount is recorded and stored within the database.  4. At the end of the month the server will request the top 10 entries on the list, sorted by donation amount.  5. The data is then sent to a stored email address that is used/shared by the local school committee.  6. An admin will be responsible for entering 10 top sponsors into an interface prompt on their profile.  7. The data is then placed onto the leaderboard, which will be viewed by students from the school that the sponsorship represented for the program |
| EXCEPTIONS | EX1 - User doesn’t have account        >Redirect to Registration Screen  EX2 - Game already in progress        >Redirect to current game page  EX3 - Game crashes prior to completion        >Applies last ingame point count to leaderboards to avoid total loss.  EX4 - Student ID invalid        >System prompts to try again.  EX5 - Access Code invalid        >System prompts to try again,        >Repeated failed attempts auto loads to homepage.  EX6 - System Time Out        >Redirect to Home Screen. |
|  |  |