SportSpace

Project documentation

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MINISTRY OF EDUCATION

TECHNICAL UNIVERSITY
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I Project specification

SportSpace is a new reservation method that offers people an easy way to practice their favorite activities, helps them meet new people, build a better lifestyle, have more flexibility, and discover new sports. For Sports Centers, this app will result in more clients and fewer reservation cancellations.

The application will is available for mobile android devices and future updates will include a web application.

Functionalities:

- Choose from a large variety of activities
- Find activities based on your favorite sports
- Discover new people with common interests
- Start building a healthy lifestyle and commit to it
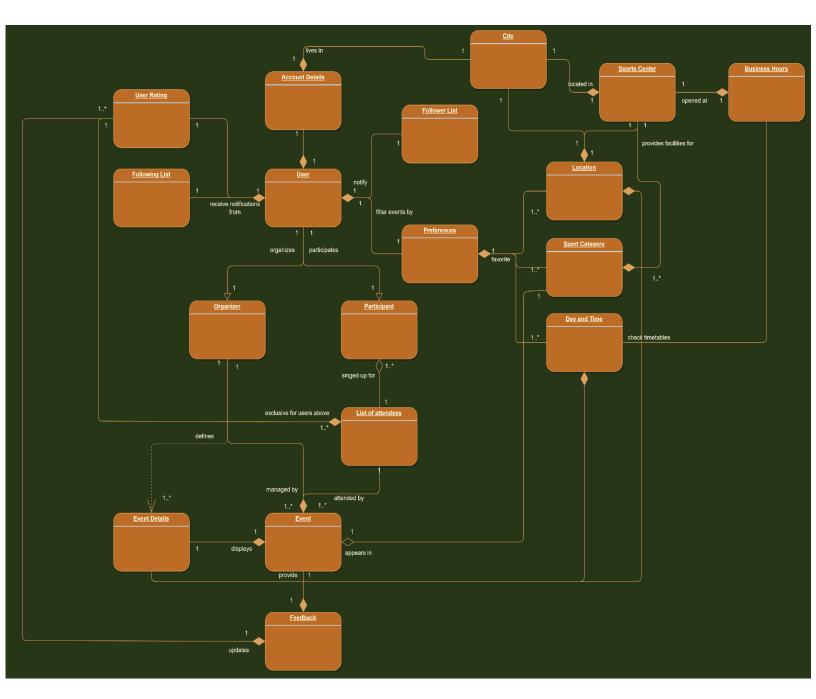- Select the perfect location, time and sport for you

Users:

- A person searching for an activity
- A group or a person looking for additional people to join them
- A sports center or an organizer promoting and managing a sports event

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1.1 Domain Model Diagram

II Use-Case model

The user can register or login after doing so he can either <u>participate</u> in events or <u>create</u> new ones. While registered for an event he can see the details, attendees list and chat with other participants and organizer.

The organizer can modify event details and send messages to the attendees, he can also kick participants after providing appropriate reasons.

At the end of an event all the participants are asked to give feedback about the other participants to keep a relevant and updated rating system (like the Uber or food delivery services model).

A low rating, caused by continuous inappropriate behavior can lead to the user being unable to join certain events and even having the account locked for a given period of time, or even banned permanently.

2.1 Users and stakeholders

Users:

- Event participants
- Event organizers

Stakeholders:

- Sports Centers
- Event planners (marathons, sports competitions like football matches, niche competitions like rock climbing, mountain biking, paragliding, anyone that could use this app to promote their event and reach a broader audience)
- Marketing people
- People looking for new experiences
- Media channels
- Personal trainers
- Town hall
- Educational institutions (school, university)
- Medical institutions (athletic people are more likely to participate in medical/health events like a blood donation call or a charity event, so the hospitals could promote such events in the app)
- Facebook groups that want to switch to a better solution that fits their needs exactly

2.2 Use-Case identification

USE CASE NAME: LOGIN.
Level: Entering the app.

Main actor: Every User.

Main success scenario: User credentials are correct, and the user is sent to the main screen where he can see events based on his previous defined preferences.

Extension: Fail -> Retry with different credentials/Go to register.

USE CASE NAME: REGISTER.
Level: Entering the app.

Main actor: Every User.

Main success scenario: User credentials are correct, and the user is sent to the welcome screen where he can define his preferences.

Extension: Fail -> Retry with different credentials.

USE CASE NAME: CREATE AN EVENT.
Level: Initiated User with all his safety options validated (Citizen ID Card, Phone Number, Email).

Main actor: Every User.

Main success scenario: User successfully inputs all the event details, and the event is created.

Extension:

- Fail -> Retry with different inputs / Validate your safety options/ Take the tutorial
- Success -> Event shows up for other users in their feed or search

USE CASE NAME: JOIN AN EVENT.
Level: Initiated User with all his safety options validated (Citizen ID Card, Phone Number, Email) that found the event in his feed or search and clicked the JOIN button.

Main actor: Every User.

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Main success scenario: User successfully joins the event and will see it in his "attending events" list.

Extension:

- Fail -> Validate your safety options/ Take the tutorial/ Check that your rating meets the minimum required, if not find other events that allow you to join and make a good impression to the participants such that your rating will improve.
- Success -> Event shows up in the users attending list and he has full access to the event details, participants list and chat.

USE CASE NAME: RATE OTHER USERS AFTER THE EVENT ENDED.

Level: Event has ended, and every participant is greeted with a rating screen next time he opens the app.

Main actor: Every Event Participant (including the Organizer).

Main success scenario: User successfully rates every other participant.

Extension:

- Fail -> User ignores the rating screen, and does not provide feedback to anyone, his rating will remain unaffected by other user's positive ratings, but it will be affected by negative ones.
- Incomplete -> The user rates some of the participants (minimum required is half of the attendee list in case of regular events i.e., not large competitions) the user rating will receive all his ratings from the other participants but will receive an alert reminding him of the importance of rating every user he interacted with.
- Success -> The user receives all the feedback from the other participants and a pop-up thanking him for his implication and effort to assist the rating system.

USE CASE NAME: BROWSE CATEGORIES.

Level: User is logged in and in the category page.

Main actor: Every User.

Main success scenario: User browses through categories and finds new events.

USE CASE NAME: BROWSE PERSONAL FEED.

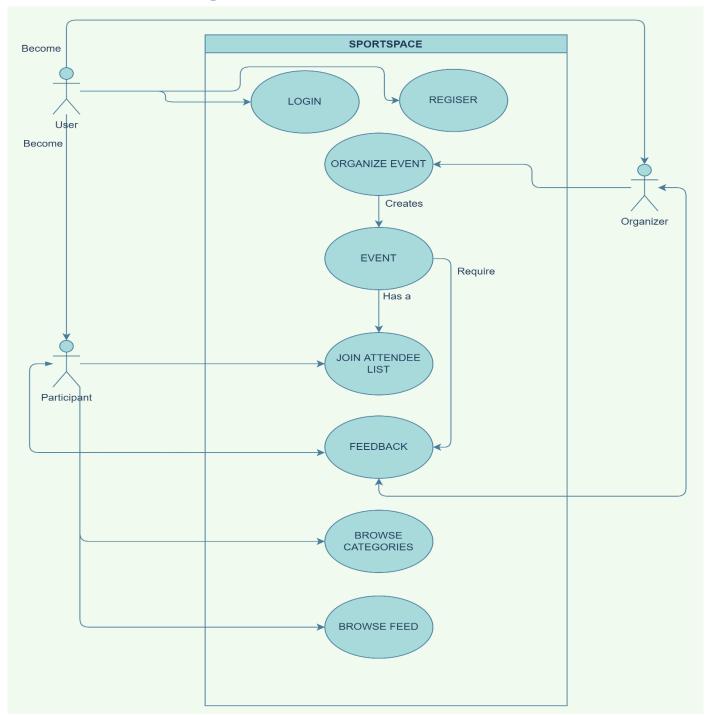Level: User is logged in the main page, with preferences set-up and other Users in their following list.

Main actor: Every User.

Main success scenario: User browses through his personal feed and sees events based on their personal preferences.

2.3 UML Use-Case diagram

III Architectural design

< Se va scrie o mica introducere./>

3.1 Conceptual architecture

<In acest capitol se vor prezenta arhitectura proiectului. Este o aplicatie web sau desktop. Are baze de date? Cate componente are? Client-Server? etc

/>

3.2 Package diagram

< (Package Diagram)/>

3.3 Class diagram

< (Class Diagram)/>

3.4 Database (E-R/Data model) diagram

< (Data Model)/>

3.5 Sequence diagram

< (Sequence Diagram)/>

3.6 Activity diagram

< (Activity Diagram)/>

IV Supplementary specifications

< Se va scrie o mica introducere./>

4.1 Non-functional requirements

< Specificatiile non-functionale ale aplicatiei. Se va discuta la laborator./>

4.2 Design constraints

< Se va discuta la laborator./>

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V Testing

< Se va discuta la laborator./>

5.1 Testing methods/frameworks

5.2 Future improvements

VI Bibliography

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