Ardelean Eugen-Richard
30433

Gym Management System
Vision

Version <1.0>

Revision History

Date	Version	Description	Author
19/Mar/18	1.0	Wrote the first version of the document	Ardelean Eugen-Richard

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Vision

1. Introduction

1.1 Purpose

The purpose of this document is to collect, analyze, and define high-level needs and features of the Gym Management System. It focuses on the capabilities needed by the stakeholders and the target users, and why these needs exist. The details of how the Gym Management System fulfills these needs are detailed in the use-case and supplementary specifications.

1.2 Scope

This application will provide its user help with his gym membership, by giving him a list of exercises that he can research further if he needs, the application also provides him with the ability to request a program from one of the administrator/trainers. This will improve the experience of the user in going to the gym.

1.3 Definitions, Acronyms, and Abbreviations

Gym Management System – GMS
Programming Language used for the application – Java
Action of entering account and password and clicking the login button – Login

User = the user which is not implied in any kind of organizational practices with the tool.

Admin = the user that is allowed to make modifications to the application and to choose exercises for other users

Stakeholder = an accountant, group, organization, member, or system that affects or can be affected by an organization's actions.

Algorithm = sequence of steps needed for obtaining an observable result from a given specification (input to output).

CRUD = basic operations when manipulating data: Create, Update and Delete

Data structure = a particular way of organizing data which usually aids some computational problem

Other definitions and abbreviations can be found in the Glossary document.

1.4 References

- Project Use case model
- Project glossary
- Project Supplementary specification

1.5 Overview

This document will present the purpose of creating the Gym Management System, the customers and the way in which they will benefit from such a system.

2. Positioning

2.1 Problem Statement

The problem of	A lot of people go (or they just want to go to, but for some reasons they never do) to the gym and they don’t what to.
affects	Beginner-level gym goers

the impact of which is	People will stop going to the gym, because feel like it is not worth it
a successful solution would be	A application that can give people a list of exercises, with explanations and other information and if they so wish create a custom program by an experienced gym member.

2.2 Product Position Statement

For	People with few or no information about the gym, but with the desire to improve their physique
Who	would like to get a simple and concise introduction and beginners program
The (product name)	is a software application
That	Provides users the ability to look through information gathered and checked from multiple sources without having to do this themselves, also can create a custom program for the needs of each user.
Unlike	Other available systems, this system allows you to communicate to an experienced user of the gym, for questions and creating a program for you.
Our product	Allows you to create an account and will allow you to look through a list of exercises (containing a lot of information about each one) and choose for yourself, or let an administrator choose for you.

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
Software Developer	This stakeholder is part of the team that works to create the system	Is responsible for implementing and designing the system
Project manager	Leader of the team that creates the system	Allocates resources, decides priorities and coordinates the team, interacts with customers/users for their needs

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
User	Primary user	Use the application to get information that interests him/her	Self
Administrator	Advanced-user	Manages database, answers questions, creates programs	Self

3.3 User Environment

The number of people needed for this task, are minimum 1, the user and if the user chooses that he needs help, the number increases to a maximum of 2, him and the administrator/trainer that helps him. But the target users number might be very large and constantly changing since the everyone comes to the gym at a different time and even in a small gym there might be up to 50 people. Therefore, the page must be suitable for large amounts of users and continually-changing administrators

There are no environmental constraints since, being a web application, it is portable on any sort of platform that supports basic operating systems (Windows, Unix, Android, iOS etc.).

The amount of time depends on each user, he can choose to look in-depth through things or just to get a basic understanding.

The system will provide a user-friendly interface which the user can look through.

4. Product Requirements

The product is required to work on both desktop, which is easy to acquire due to it being implemented as a web application. In order to access it, a browser-type application is required (Internet Explorer, Google Chrome, Mozzilla Firefox, Safari, Opera etc.).

Regarding performance, the computation time must not be obviously delayed, meaning that the pages must be accessed quickly and requests to the server must be handled quickly, in the worst case in a matter of seconds. Therefore the system response time must be fast.

The Gym Management system will be able to run on any computer with an internet connection and a browser.