**PROJECT PROPOSAL**

**TrainE**

Version 2.2

Prepared By: Development Hell

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[Github Repository](https://github.com/DevelopmentHellaHell/SeniorProject)

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# **Version History**

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| --- | --- | --- |
| **Version** | **Overview** | **Date** |
| v1.0 | Team submission to Vong | September 8, 2022 |
| v2.0 | TN, BT - New format, Table of Contents, Competitors | September 14, 2022 |
| v2.1 | JS, KD, DK - Revisions to: Introduction, Glossary, Version History, Competitors, Project Description Features, Formatting | September 15, 2022 |
| v2.2 | BT, GT, DK - Revisions to: Introduction, Glossary, Competitors, Product Description Features, References | September 16, 2022 |
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# **Glossary**

|  |  |
| --- | --- |
| **Term** | **Definition** |
| Accessibility |  |
| Authentification |  |
| Authorization |  |
| Error Handling Protocol |  |
| Goal | A task set by a Patron and agreed upon by the Trainer as the intended purpose for the lesson. Completion of this task is synonymous with success in the lesson. |
| Milestone | Trainer created tasks in similar style, but on a smaller scale, as the Patron’s goal. These are intended to encourage the Patron towards their goal and celebrate their small successes. |
| Patron | A user of TrainE who uses the service to reach their own goals with the help of one or more trainers. |
| Progress tracking timeline | A visible bar with Patron milestones and goals listed as points on it. As a Patron reaches milestones the bar is filled, culminating in a full bar once their goal has been reached. |
| Single-Page Application | An application which dynamically displays new information on the user’s current page when interacted with. |
| Trainer | A user of TrainE who uses the service to facilitate their teaching of one or more patrons. |

# 

# **Introduction**

A common, everyday problem people experience is running out of time. Many would love to be able to focus on self-growth by picking up new skills and hobbies. On top of all the effort spent debating which hobby to learn and carefully choosing what weekends you want to relax, finding a quality resource to not waste your time on is a challenge in itself. In today’s fast-paced world it’s difficult to devote so much of yourself on such a consistent basis.

TrainE is our solution. We offer a user-friendly platform for beginners and amateurs to connect with skilled Trainers to learn and improve on existing skills in a flexible, pain-free process. Trainers can showcase their skills to potential Patrons while allowing TrainE to act as a bridge of communication. This seamless process is aided with our intuitive bookmarking system which utilizes calendar milestones, activity goals, and progress tracking.

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# **Project Description**

### **Value**

Ease and streamline the overall learning process for individuals who want to learn or expand a new subject, and for those who teach those subjects

1. Combine the most unnecessarily complex components of trying to find a Trainer (availability, quality, communication, etc.)
2. All-in-one scheduler of Patron-Trainer plans to prevent miscommunication and frustration while also encouraging steady progress towards an end goal

### **Project Scope**

#### Application Type

Single-Page Web Application

#### Supported Culture

Language: U.S English (en-US)

Unit: Imperial System (en-US)

#### Supported Client

Chrome 104.x (64 bit)

#### Target Audience

TrainE’s first iteration will serve internet users with constraints as following:

1. California resident
2. Age of 14 and older

More specifically, there are 2 sets of audience can find TrainE useful:

1. Trainers: who provide specific plans for their training services such as dancers, personal Trainers, hobby instructors, etc
2. Patrons: who seek for a realistic plan, a motivating coach, and tools to keep them accountable in reaching their end goal.

### **Product Scope**

TrainE as a complete application will include the following features and their scope

#### Common Components

1. Authentication features: The first requirement for users to utilize the app
   1. Login with an existing account.
   2. Logout of the current account
2. Authorization features: Allow different levels of accessibility
   1. User Access Control (UAC)
3. Logging features: Support development team in the process such as action history, debugging, user support
4. Log archiving: Offload the aged database to save room for the newer one
5. User management: Allow users to self-serve some basic features
   1. User registration:
      1. Require a valid email
      2. Require to set a password
   2. Account recovery when users forget password or need to reset password
   3. Account deletion when users want to terminate their usage from the app
   4. Update profile
   5. Update permission (update UAC) to set more/less access privilege
6. Error handling protocol for:
   1. Invalid input
   2. Runtime error guarding
   3. Display warning/message for users when error occurs
7. Analytic dashboard to track user traffic, features’ performance

#### Specific App Features and Scope

1. Profiles for both Patrons and Trainers: Keep account types clear and easy for individuals to differentiate.
   1. Two different account types for Patrons and Trainers
   2. Customizable profile page
   3. Availability
   4. Viewable Trainer plans
   5. Button to report a user when viewing their profile

**Profile:** Two different accounts will be available upon account registration depending on the user’s intent: Trainers and Patrons. Each account will have a dedicated profile page listing the user’s availability, interested topic, and in the case of a Trainer, a previewed plan for learning and Patron ratings. A report button is embedded into the profile page in the case of inappropriate behavior.

1. Connect with a Trainer: The use of multiple methods allows for a more user-friendly transition into the app, depending on a Patron’s preference.
   1. Search for a Trainer
   2. Invite code
   3. Goal affiliation suggests a Trainer

**Connections:** The use of multiple methods allows for a more user-friendly transition into the app, depending on a Patron’s preference. A Patron can sign up with Trainers via a search function or if they have a particular Trainer in mind they can use an invite code. The search function can filter results based on interest and availability. Patrons will also have Trainers suggested for them to reach a goal once it has been set within their profile. These all help to encourage an easy Patron-Trainer connection.

1. Plan Management: Eases the process of creating long-term plans through segmentation and division of time and progress.
   1. Event creation
      1. Modifiable template
      2. Unique to Patron
   2. Milestone Creation

**Plan Management:** Patrons and Trainers will be able freely create and edit plans they set along their journey. Once a Patron goal has been set, a Trainer can assign a learning plan to a Patron’s personal calendar to meet their goal. The learning plan can be modified based on each individual’s learning speed and goal due date. Trainers can add milestone events to the calendar to motivate Patrons towards their goal by celebrating their progress.

1. Unified calendar: Creates an easier and more effective method of viewing, filtering, and managing upcoming events between multiple Trainers and Patrons.
   1. Patrons can see all of their Trainers’ plans
   2. Trainers can see all of their Patrons’ plans
   3. Session scheduling
   4. Import/export calendar
   5. Filtering calendar to specified plans

**Unified Calendar:** An easy way for the Trainers and Patrons to be synchronized on meeting dates, plans, and future milestones. The Trainers and Patrons will be able to select a date and propose a session meeting to their counterpart. Users can filter their calendar, clarifying the view for those who are enrolled in multiple plans. Exporting the calendar plan will be made simple for those who prefer viewing their own, everyday calendar.

1. Progress tracking: Allows for smooth coordination, minimal friction between Patron and Trainer, and a way to monitor the progress towards their eventual goal.
   1. Overall goal
   2. Creating and editing milestones
   3. Patron and Trainer agree on changes to goal timeline
   4. Progress on each milestone
   5. Marks of success for each milestone (being able to do some smaller task)
   6. Comments on previous sessions

**Progress Tracking:** Visual results in learning can be observed through the calendar’s progress tracking function. The progress tracking function is represented as a timeline. Patron milestones will be viewable on the timeline. By creating and meeting milestones, a Patron can easily see the progress being made towards their end goal. Should a Patron wish to change their goal, they can coordinate with their Trainer to decide on the next course of action as well as whether or not the timeline should be altered.

1. Rating systems: Increases comfort of Patrons and Trainers in their search and creation of new Patron-Trainer relationships.
   1. Patrons will be able to rate/comment on their Trainer's profile after their first session
   2. Trainers will be able to rate/comment on their Patron's profile

**Rating Systems:** Patrons will have the ability to rate Trainers on a scale based on the satisfaction of their interaction. Optionally, comments can be made on Trainer pages about their experiences.

1. Messaging: Streamlines the process of coordinating, planning, and executing Patrons’ plans.
   1. Establish contact between Patron and Trainer and discuss options

**Messages:** An in-app messaging service will be included to facilitate discussion between Patrons and Trainers in one place.

1. Notifications: A common necessity for a scheduler in order to keep users up-to-date.
   1. Configuration of notification methods
   2. All plan changes, messages, and notifications will display here

**Notifications:** A filterable list for all users to be able to keep track of any plan changes or messages. The user can configure their notifications and contact methods in order to avoid spamming the user with unwanted information.

# **Competitors**

* **Acuity Online Appointment Scheduling** (<https://acuityscheduling.com/>)

Acuity is a service used to create a digital scheduling planner on a day to day basis. With a mobile and web view, clients are able to book appointments directly with people selling a service. The service acts as a middleman and provides tools for creating custom business profiles with appointment openings to advertise to clients interested in their service. With personalization in mind, TrainE primarily caters towards clients looking for a more personalized plan. By providing customizable templates for tracking the progress prepared for each client as well as integrating tools within the communication channel between the client and the Trainer, it creates a more specialized experience for clients.

* **Skillshare (**<https://www.skillshare.com/>)

Skillshare is an online web service that allows users to expand their skill set through a predefined course that has been setup by instructors. Courses are a one time purchase and consist of videos and other information that are relevant for the course subject. Although the course materials can be changed by the instructor, once purchased, the course information is not tailored to each individual user and are general courses that are available to anyone who is interested in purchasing that course.

* **Yelp (**<https://www.yelp.com/>**)**

Yelp is a service for helping users find quality businesses of all sorts near them. The difference is that this is a typical step in finding a trainer, one which does not help facilitate long-term planning, communication, or scheduling. The purpose of TrainE is for it to be an all-in-one sort of service, which does facilitate what Yelp lacks, as they are traits that are more suited towards a trainer-patron relationship rather than something that would help for situations such as finding a good restaurant, which is what yelp is much more suited towards.

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# **Delivery Timeline**

Part A of the project timeline is as follows:

|  |  |
| --- | --- |
| Initial Request for Proposal | 09/07/2022 |
| BRD, HL Design, Project Plan | 10/08/2022 |
| Network Diagram, LL Design, Registration, Logging | 11/12/2022 |
| Authentication, Authorization, Account Recovery, BoM | 12/17/2022 |

Part B of the project timeline will be provided upon TBD

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# **Vision**

Although geared towards small-business owners and individual users in its current iteration, we hope to eventually expand our target market both nationally and globally. In order to prepare our application for such an expansion, we believe an increase in both resources and features will be required. It is to that goal that we plan to implement the following improvements listed below once a stable version of our app has been delivered.

1. Upscaling:
   1. Adapt to more clients (Safari, Firefox)
   2. Adapt to mobile device platforms by upgrading UX/UI team/tools
   3. Scale our servers based on the growing audience
   4. Expand our market towards a larger international audience through adding different language support
   5. Provide a customer support page to provide answers to common questions and for company contact details
   6. Set up a (auto) moderation service with moderation tools
2. New features:
   1. Integrate other communication apps (ie. Zoom) to support virtual training, meetings right in the app
   2. Integrate a booking system where Patrons can schedule and connect with the instructors
   3. Payment system integration with PayPal/Amazon pay/Google pay
   4. Subscription tiers for Trainers with unique features and tools to better personalize their profiles and experiences with their clients
   5. Expand to having organization profiles where companies can use the app as a tool for their Trainers to manage their Patrons
   6. List view of calendar events
3. Revenue streams:
   1. Charge a service fee for each transaction in the app to strengthen booking confidence between users.
   2. Offer different paid-for packages to access more quality-of-life features in the app
   3. Offer ads-based priority search for Trainers

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# References

*Acuity scheduling - online appointment scheduling software*. Acuity Scheduling a Squarespace Company. (n.d.). Retrieved September 15, 2022, from https://acuityscheduling.com/

*Online learning: Creative classes on skillshare: Start for free*. Skillshare. (n.d.). Retrieved September 16, 2022, from https://www.skillshare.com/

*Restaurants, Dentists, Bars, Beauty Salons, Doctors - Yelp.* Yelp. (n.d.). Retrieved September 16, 2022, from https://www.yelp.com/

Project Proposal: development team makes this -> confirm with the client

* Cover page:
  + Name of doc
  + Team name, members
  + Date
  + Link to this document (github repo)
* Table of content
* Glossary
* Version history
* Introduction/Overview/Summary
* Headings
  + Target Audience
  + Value
  + Problem Scope
  + Competitors: why we're better?
  + Project Scope
  + Product Scope
  + Product Features and Scope (parameter)
  + Vision:
    - Upscale
    - Additional features (scope and benefits to the project's goal)
* References