**PROJECT PROPOSAL**

**TrainE**

Version 2.3

Prepared By: Development Hell

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

**Team Leader**

Kevin Dinh

**Members**

Garrett Tsumaki

Bryan Tran

Jett Sonoda

Tien Nguyen

Darius Koroni

# **Table of Contents**

[**Version History**](#_cvvu0yxj5i7v) **3**

[**Glossary**](#_evy5zwss2i6v) **4**

[**Introduction**](#_geodekebbg2t) **5**

[**Project Description**](#_59mi9qz06acz) **5**

[Value](#_oknqj8qi83gb) 5

[Project Scope](#_i29x4cx0r43d) 6

[Application Type](#_1gqkyf74q7uz) 6

[Supported Culture](#_o4iyindz7gne) 6

[Supported Client](#_7pe8v5nc84xw) 6

[Target Audience](#_ceuctrkdom5v) 6

[Common Components](#_k0l09pl4vxx6) 6

[Specific App Features and Scope](#_uvzj6m70kjt) 7

[**Competitors**](#_1yybswfodho4) **9**

[**Delivery Timeline**](#_s9x8rs3koour) **10**

[**Vision**](#_7iw8tj108dd) **10**

[**References**](#_jmt0tn7r4n6p) **12**

# **Version History**

| **Version** | **Overview** | **Date** |
| --- | --- | --- |
| v1.0 | Team submission to Vong | September 8, 2022 |
| v2.0 | New format, Table of Contents, Competitors | September 14, 2022 |
| v2.1 | Revisions to: Introduction, Glossary, Version History, Competitors, Project Description Features, Formatting | September 15, 2022 |
| v2.2 | Revisions to: Introduction, Glossary, Competitors, Product Description Features, References | September 16, 2022 |
| v2.3 | Revisions to: Vision, Overall Grammatical and Stylistic Changes | September 17, 2022 |

# **Glossary**

| **Term** | **Definition** |
| --- | --- |
| Goal | A task set by a Patron and agreed upon by the Trainer as the intended purpose for the learning plan. Completion of this task is synonymous with success in the learning plan. |
| Learning Plan | The composition of the timeline, milestones, and tasks relating to the completion of a patron’s set goal. |
| Milestone | Trainer-created tasks in similar style to a Patron’s goal, but on a smaller scale. These are intended to encourage the Patron towards their goal and celebrate their incremental 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 visual element 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**

Just about everyone can relate to the feeling of running out of time. Many would love to be able to work on themselves, picking up new skills and hobbies, but it can be difficult to get started. It is common to spend large amounts of time trying to find quality resources to learn these skills and hobbies, sometimes to no avail. Because of that, it is too difficult to devote the time and effort required for self-growth in such a fast-paced world.

On the other side of the coin, those who teach these people oftentimes struggle with scheduling and finding clientele. Dealing with their customers’ own individual goals, skills, and preferences can be a heavy burden on running a business. From communication method, to geographical location, to available schedule, no two Patrons are the same. Managing these small necessities reduces the time that trainers could be interacting with their clients.

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.

# **Project Description**

### **Value**

TrainE is designed for Patrons and Trainers for the purpose of making the training process as easy as possible. Patrons may be able to complete their long-term goals without wasting time finding quality resources, and Trainers can more easily advertise themselves to find motivated clients to teach.

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
3. Improve/expand upon potential competitors’ current products (See Competitors section on [page 9](#_1yybswfodho4))

### 

### **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 aims to reach two groups of people, referred to in this document as Trainers and Patrons. Trainers are skilled individuals who wish to provide their training services. Patrons are individuals looking to learn a skill or long-term goal through lessons from a Trainer skilled in that field. This platform is intended to be based in California and be 14 years of age or older.

**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 user access
   1. User Access Control (UAC)
      1. Patron Account
      2. Trainer Account
      3. Developer/Administrative Account
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 an 8-character alphanumeric 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 information
   5. Update permissions to increase/decrease 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 and features’ performances

#### Specific App Features and Scope

**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.

**User Acquisition:**

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.

**Plan Management:**

A clearly laid out plan will enable Patrons to know exactly what they need to be working on to progress their skills on a day-to-day basis. Patrons and Trainers will be able freely create and edit plans that 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.

**Unified Calendar:**

To better coordinate learning plans with real-life commitments and schedules, a calendar will be provided on each Patron page. This calendar is an easy way for 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.

**Progress Tracking:**

Seeing concrete progress being made towards a goal will encourage Patrons to keep making headway through their learning plan. 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.

**Rating Systems:**

Patrons will have the ability to rate Trainers on the satisfaction of their interaction. Optionally, comments can be made on Trainer or Patron pages about their counterpart.

**Messages:**

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

**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**

TrainE will be a unique platform that has no direct competition on the current market. There are platforms that provide some similar features but do not fully encapsulate our offerings.

* **Acuity Online Appointment Scheduling[[1]](#footnote-0)**

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[[2]](#footnote-1)**

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[[3]](#footnote-2)**

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.

# 

# **Delivery Timeline**

Part A of the project timeline is as follows:

| Initial Request for Proposal | 09/07/2022 |
| --- | --- |
| Project Proposal v2.3 | 09/18/2022 |
| 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.

**Upscaling:**

As our service continues to grow we anticipate making changes to accomodate an expanding user base. These changes include, but are not limited to, adding additional support for browsers beyond Google Chrome, a mobile user interface, and additional server allocations depending on the speed of growth. Once our base in California has been solidified, our resources and attention can be turned towards the national audience and international audience through software releases tailored to specific cultures and languages. A customer support page will be added to provide answers to common questions and direct further inquiries towards company contact details. Finally, as a way to curb unintended behavior by users abusing the app, an auto moderation service will be implemented alongside moderation tools.

**New features:**

As a company, we are not naive enough to believe that our platform in its current state will be a top competitor in the market on release. Innovation is a necessity and with that in mind we already have several features we would like to roll out as development continues. Allowing integration with other communication apps would greatly increase the reach of our app and tap into a potential market with virtual sessions and online coaching. This could also be facilitated with an integrated payment system using online vendors, such as PayPal or Google Pay. Another account type is also planning to be added, to serve organized groups of instructors. Registering as an organization would allow studios and schools to list multiple verified Trainers as their employees and assign Patrons who have signed up for the organization to specific Trainers.

**Revenue streams:**

We plan to monetize our platform through sponsored Trainer ads in our search function. In addition we intend to implement a subscription model for Trainers to be able to access more premium features.

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