**Functional and Non-functional Requirement**

1. Initialization
   1. Log-in
      1. When the application is launched for the very first time, i.e. in the initialization stage, where the user has not logged in his/her account, the user shall be directed to the log-in page.
         1. If the user has already registered for the application, the user shall enter his/her username and password in the log-in page and press “Log in” bottom to enter the application.
         2. If the user has not registered for the application, the user shall be directed to the user registration after pressing the “Sign up” bottom located at the lower part of the screen next to “Log in” bottom.
   2. UI description of log-in page
      1. The user shall be directed to “Discover” section once the user logged in.
      2. Each section of the application, namely Discover, Event, and Me, shall be accessed by clicking the corresponding button on the bar of the icons of the sections located at the bottom of the screen.
2. User registration
   1. User registration process
      1. The user is directed to the “User Registration" page when pressed the “Sign up” bottom in the log-in page.
      2. The following information shall be collected, and the completeness of the information shall be checked to ensure an account to be created correctly:
         1. Username should be a string of lowercase English letters or an email-address.
         2. If the user decides to use a lowercase string as the user name, the string shall only contain English letters with length between six to eighteen.
         3. If the user decides to use email-address as the user name, the user input shall be checked to ensure the format is correct.
         4. The password shall contain as least one lowercase letter, one uppercase letter, one special character and with length between six to eighteen characters.
      3. If any portion of the information inputted by the user does not match the format requirements mentioned above, a warning message will be displayed above the corresponding input box.
      4. The Information provided by users shall be protected and not accessible by other users.
   2. UI description of user registration page
      * 1. The types of information needed is displayed in the user registration page followed by an input box of same width.
        2. The user shall enter the information, namely, username, email address, and password, into the input boxes.
        3. The user shall confirm the password after typing in the password.
        4. The user shall submit the input by pressing the “Submit” button located at the bottom-center of the screen.
3. Discover
   1. Activity
      1. When the user enters the “Discover” section, the user is directed to the “Activity” page.
      2. The application shall display three main tiles on the “Activity” page: “Activity”, “Recommend Venue” and “Recommend Eateries”.
         1. The “Activity” tile is the main component of the page and occupies 60% of the screen from the top.
         2. “Recommend Venue” tile and “Recommend Eateries” tile are two buttons located at the lower part of the screen.
      3. The “Activity” tile shall recommend to the user on what sports activity the user could engage in.
         1. The “Activity” tile displays the name of the activity at the top, the description of the activity at the bottom and the picture of the activity as the background.
         2. A list of activities shall be stored in the application’s database. The list of activities is as the following:

|  |  |
| --- | --- |
| Outdoor | Indoor |
| Jogging | Running (on treadmill) |
| Swimming | Yoga |
| Single tennis | Jump rope |
| Basketball | Cardio workout |
| Soccer |  |
| Walking |  |
| Cycling |  |

* + - 1. If there are multiple suitable sports activities, the application shall display information about one of the activities randomly chosen from the suitable list.
    1. The activity recommended shall be based on data from weather forecast, Ultraviolet Index and Pollutant Standard Index.
       1. The data used for criteria shall be taken from data.gov.sg.
       2. The recommended activity shall be selected based on the following guideline:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Outdoor Temperature | Rain prediction | Ultraviolet Index | Pollutant Standard Index |
| Outdoor Activity | Temperature  < 35Cº | No rain in next 2 hours | UVI < 8 | PSI < 100 |
| Indoor Activity | Nil | Rain in  next 2 hours | Nil | Nil |

* 1. Recommend venue
     1. When the “Recommend Venue” button is pressed in the “Discover” page, the user is directed to the “Recommend Venue” page.
     2. In the recommend venue page, the application shall suggest a venue according to the activity recommended.
     3. The type of venues recommended should follow the following guideline:

|  |  |
| --- | --- |
| Venue | Activity |
| Gym | Running (On treadmill), Yoga, Jump Rope, Cardio Workout |
| Park | Jogging, Cycling, Walking |
| Sports field | Single Tennis, Basketball, Soccer |
| Swimming complex | Swimming |

* + 1. The facility/venue suggested to the user shall be the one that is the nearest to their current location.
  1. Recommend Eateries
     1. When the “Recommend Eateries” button is pressed in the “Discover” page, the user is directed to the “Recommend Eateries” page.
     2. In the recommend eateries, the application shall display a map that marks the locations of healthy eateries around the user’s current location.
     3. The information of healthy eateries shall come from data.gov.sg.

1. Event
   1. Event
      1. When the user enters the “Event” section by pressing the “Event” icon in the bar, the user is directed to the “Event” page.
      2. The “Event” page shall display the most popular event with its name and picture at the top part.
         1. The user could view the details of the event by pressing the picture.
      3. The “Event” page shall display a filter located below the most popular event.
         1. The filter section shall contain three buttons, each representing a type of events.
            1. When the user clicks on one of the buttons in the filter section, the system shall direct the user to a new page consisting of events of the category accordingly.
         2. The user could press “>>>” button located at the bottom-right corner of the filer to view all the types.
            1. When “>>>” button is pressed, the user shall be directed to a page that lists all filter buttons each linking to a different event type.
      4. The “Event” page shall have a scroll view consisting of rows of events presented to the user.
         1. Each event shall be presented in a rectangle view.
         2. Within the rectangle view, there shall be an image of the event on the left side.
         3. Within the rectangle view, there shall be text information displayed that includes name, time, location of the event on the right side.
         4. The events shall be displayed in an order of popularity.
         5. The popularity indicator of each event is recorded based on the number of participants.
      5. The “Event” page shall have a “Create Your Own Event” button located at the button of the screen.
         1. When the user clicks on the “Create Your Own Event” button, the user shall be directed to a new page for creating the event.
   2. Event information
      1. When the user clicks on an event, the user shall be directed to a new “Event Information” page containing detailed information of the event.
         1. The detailed information shall include the name, time, location, estimated budget, maximum participants, and estimated duration of the event.
      2. Under the name and detailed information of the event, there shall be two buttons, “Interested” and “Going”.
         1. The user shall click on “Interested” button to indicate that he is interested in the event but may not be going.
         2. The “Interested” button shall be a white-color heart shape.
         3. Once the user has clicked the white-color heart shape, it shall change to red color.
         4. The user shall click on “Going” button to indicate that he will be going for this event.
         5. The “Going” button shall be a round button with a white-color tick.
         6. Once the user has clicked on the round button, the white-color tick shall become green.
      3. If the user clicked the “Going” button, the event’s available slots shall decrement by one.
         1. If there’s no available slots for an event, the system shall not display the event.
   3. Create Event
      1. When the user clicks on the “Create Your Own Event” button, the user will be directed to the “Create Event” page.
      2. The page shall ask the user to input name, time, location, estimated budget, maximum participants, and estimated duration of the event.
      3. The user can click the “submit” button or “cancel button” at the bottom of the event creation page.
         1. If the user clicks on the “submit” button, the event shall be recorded and sent to application admin for approval.
         2. If the user clicks on the “cancel” button, the user shall be directed back to the page he/she is viewing previously.
      4. When the admin has approved the event, the event shall be seen by other people in the event section.
2. Me
   1. Avatar
      1. The user shall be able to choose or upload their photo as Avatar.
         1. If the user uploads a photo, he/she shall be able to use the photo.
         2. If the user does not want to upload a photo, he/she shall be able to choose an avatar from a list default avatar.
      2. The user shall be able to manipulate their basic personal information, namely name and contact.
   2. My Events
      1. Under ME section, there shall be one bar reading “my events”.
         1. By clicking on the bar, the events created by the user shall be listed, ranked by time with the earliest on top.
         2. By tapping on one of the listed events, the user shall be able to view the details of the event.
         3. The details of the event being displayed are name, time, location, estimated budget, number of participants signed up, maximum number of participants, and estimated duration of the event.
         4. The user shall be able to delete the events by tapping on the “delete” button at the bottom of the page.
   3. Interested & Going Event
      1. Under ME section, there shall be one bar reading “Interested & Going Event”.
         1. By tapping on the “Interested & Going Event” bar, the user shall enter a page where there will be a bar on top of the page with two section, “Interested” and “Going”.
         2. The default display after the user has entered this page shall be a list of events that he will be going to, ranked by time with the earliest on top.
         3. By swiping the screen left, the displayed events will be switched to a list of events that the user is interested in, ranked by time with the earliest on top.
         4. When the displayed events are a list of interested events, by swiping right on the screen, the displayed events shall change back to the listed of events that the user will be going to.
         5. By tapping on one of the listed events, the user shall be able to view the details of the events
         6. The details of the event being displayed are name, time, location, estimated budget, number of participants signed up, maximum number of participants, and estimated duration of the event.
      2. There shall be two buttons indicating “interested” and “going” in each of the event detail page.
      3. When the user has activated or deactivated the button, the event shall appear in or disappear from the “interested” event list or “going” event list accordingly.
   4. Logout
      1. The user shall be able to logout of the app
         1. There shall be a “Logout” button at the bottom of the section.
         2. Upon pressing on the “Logout” button, the user shall be able to return to login page.