Social Gym

Inception document

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 14/09/2016 | 1.0 | Initial version | Gleb Bogodukhov, Nikita Kovalevskiy |
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# Introduction

In this document the problem, which the project result is intended to eliminate, vision, project risks, main parties involved and use-cases are stated.

# Problem statement

Today many people prefer healthy lifestyle. They spend time doing sports, and sometimes it is hard to find a person to exercise with. Some companies have to organize sports events and inform people about that. Social networks is a good way for organizing events, but it is not always trivial to find like-minded people, that are into sports. Social networks also lack certain filters that might be very useful, especially for sport events.

# Vision statement

The app will help its users to find other sports-oriented people in their community based on their sport interests and organize sport events, such as cycling, hiking, camping, etc. The procedure is similar to the one in social networks, but a lot of special criteria and filters will maximize the number of relevant people, that are interested in it. There will not be necessity to look for relevant people: they will use searching system to find sports events in their local area, sing up for them and participate in them.

# Main parties involved

There are five members in the project team, all with the different skills and backgrounds. The initial roles were assigned according to UPEDU suggested role set, more on roles can be found on official upedu.org web site.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Analyst** | **Designer** | **Developer** | **UI Designer** | **Integrator** | **Tester** | **Change Control Manager** | **Project Manager** | **Reviewer** |
| Gleb | **1** |  |  |  |  | **1** | **1** | **1** |  |
| Igor |  | **1** | **1** | **1** | **1** |  |  |  |  |
| Nastya | **1** |  | **Junior** | **1** |  | **1** | **1** |  |  |
| Olya | **1** | **1** | **1** | **1** |  |  |  |  |  |
| Nikita |  |  | **Junior** | **1** |  | **1** |  |  | **1** |

In addition, the project team will closely work with the teacher who functions as a software development manager.

# Use-cases

The application should allow users to:

* Create events dedicated to sports activities (jogging, hiking, bicycle riding, etc.)
  + Set parameters for an event, such as longevity, skill level, average movement speed, etc.
* Apply for events
  + Comment on events
* Rate users who organise events

# Risk list

There is a number of risks that should be taken into consideration before and during the application development.

* Not enough people sign up for the application in a first place to make it useful. As for all socially oriented apps, this application must have a solid user base to provide value to users.
* Most users may prefer to exercise alone. Using the app requires a certain level of trust and a will to communicate with other users.
* The deadline for the project may be missed. The project team is newly formed and has zero previous experience working together, so time estimates might not be correct.