## SW Engineering CSC648/848 Summer 2021

#### FitHub

Project Application And Name: Find a fitness partner - "FitHub"

Team Info: Team 07 | Error 404

#### **Team Members:**

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Milestone: Milestone 3

**Date**: 22 July 2021

History:

Version	Date
M3V2	30 July 2021
M3V1	22 July 2021
M2V2	22 July 2021
M2V1	08 July 2021
M1V2	13 July 2021
M1V1	22 June 2021

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## 1. Data Definitions V3

- 1. Guest user: A user who hasn't registered or provided their information to FitHub
  - 1.1 Registration: Ability to register for an account
  - 1.2 User name: Necessary to have username
  - 1.3 Email: Necessary to have email
  - 1.4 Password: Necessary to have password
  - 1.5 Accept terms of use: Necessary to accept terms of use

Description: guest user will have the following attributes,

- Guest id, INT
- Email id, VARCHAR(80)
- Is register, TINYINT
- 2. Registered user: A user who has successfully created their account with FitHub and can access all the app features
  - 2.1 Login: Necessary to have username and Password
  - 2.2 User interests: This information will be used by FitHub to show recommendations of people with similar interest
  - 2.3 User Profile: All the user-related information that can be used to create its profile
  - 2.4 User logs: Previous workout partners or events that the user has been to can be looked at in the user logs
  - 2.5 Activities: All the indoor and outdoor activities that Fithub allows a user to search or select as interest.

Description: register user will have the following attributes,

- Reg id, INT
- User id, INT
- Phone, VARCHAR(12)
- Address, TEXT
- Zip code, VARCHAR(5)
- Activity type, TEXT
- Birthdate, DATE

- 3. Gym membership: A user's gym membership information. This information will be used in order to send buddy pass request by other users
  - 3.1 Buddy Pass Owner: A user having gym membership and willing to share his gym pass with a friend so that they can workout together

Description: gym membership will have the following attributes,

- Gym id, INT
- Reg id, INT
- Gym Name, VARCHAR(45)
- Gym Location, VARCHAR(45)
- Zip code, INT
- Membership start date, VARCHAR(45)
- Membership expiry date, VARCHAR(45)

#### 4. Events:

- 4.1 A user shall post events
- 4.2 Events shall be viewed by other users
- 4.3 Users can join the event

Description: event will have the following attributes<

- Event id, INT
- · Reg id, INT
- Start time, INT
- End time, INT
- Date start, DATE
- Date end, Date

#### 5. Friends:

- 5.1 Users that match based on interest
- 5.2 Users that match based on location
- 5.3 Users can send friend request
- 5.4 Users can accept friend request

Descriptions: friends will have the following attributes,

- User id, INT
- Reg id, INT
- Name, VARCHAR(40)
- Contact info, VARCHAR((50)
- send/accept request, TINYINT

#### 6. Friend List:

6.1 User shall have a friends list

Description: A friends list will have the following attributes,

- Reg\_id, INT
- Name, VARCHAR(40)
- Contact info, VARCHAR(50)

#### 7. Private chat:

- 7.1 Users shall be friends
- 7.2 Users can send private messages from friends list

Description: private chat will have the following attributes,

- User id, INT
- Reg id, INT
- Name, VARCHAR(40)
- Date, DATE
- Time, TIME

#### 8. Group chat:

- 8.1 Users shall be friends
- 8.2 Users can have group conversation
- 8.3 Users can invite other friends

Description: group chat will have the following attributes,

- User id, INT
- Reg id, INT
- Name, VARCHAR(40)

- Date, DATE
- Time, TIME

#### 9. Clubs:

- 9.1 Users can create clubs
- 9.2 Users can join/send request
- 9.3 clubs can be public/private

Description: clubes will have the following attributes,

- Club id, INT
- Reg id, INT
- Open to all, TINYINT

#### 10. Club owner:

10.1 Clubs can only have one owner

Description: club owner will have the following attributes<

- Club owner id, INT
- Reg id, INT
- User id, INT
- Date started, DATE

#### 11. Club List:

- 11.1 List of clubs users can view
- 11.2 List of clubs users can join

Description: club list will have the following the following attributes,

- User id, INT
- Reg id, INT
- Name, VARCHAR(40)

## 2. Functional Requirements V3

## P1 (Mandatory)

#### **Guest User:**

- 1. Guest users shall be able to view events posted by other users.
- 2. Guest users shall be able to select their interests.
- 3. Guest users shall be able to register.
- 4. Guest users shall be able to Log in as registered users.
- 5. Guest users shall be able to access the homepage.
- 6. Guest users shall be able to access the About us page.
- 7. Guest users shall be able to access the Contact us page.
- 8. Guest users shall be able to access the Support page
- 9. Guest users shall be able to delete their account from FitHub

## **Registered User:**

- 11. Registered users shall be able to access homepage
- 12. Registered users shall be able to access About us page
- 13. Registered users shall be able to access Contact us page
- 14. Registered users shall be able to access Support Page
- 15. Registered users shall be able to send workout invites to other users.
- 16. Registered users shall be able to select their interests
- 17. Registered users shall be able to edit their information
- 18. Registered users shall be able to update their profile picture
- 19. Registered users shall be able to delete their profile picture
- 20. Registered users shall be able to deactivate their account
- 22. Registered users shall be able to change their account passwords
- 26. Registered users shall be able to delete their account from Fithub

#### **Searching People**

- 27. Registered users shall be able to have a certain number of swipes per day.
- 28. Registered users shall be able search for buddies with similar interest

- 29. Registered users shall be able search for buddies nearby
- 30. Registered users shall be able to filter search options based on their interests.
- 31. Registered users shall be able to filter search options based on how far they are willing to travel.

#### **Friends**

- 33. Registered users shall be able to find friends to exercise with.
- 34. Registered users shall be able to add other registered users as friends.
- 35. Registered users shall be able to access their friend list
- 36. Registered users shall DM (direct message) other registered users only if they are friends.
- 37. Registered users shall have multiple friends if they choose to.
- 38. Registered users shall have 0 friends if they choose to.
- 39. Registered users shall have the ability to unfriend a former friend.
- 40. Register users shall have the ability to block a former friend.
- 41. Register users shall have the ability to report a former friend.
- 43. Registered users shall view friend's event postings.
- 44. Registered users shall be able to decline friend requests.
- 45. Registered users shall be able to accept friend requests.

#### **Events**

- 46. Registered users shall be able to create events
- 47. Registered users shall be able to delete events they created
- 48. Registered users shall be able to edit the events they created
- 49. Registered users shall be able to join an event
- 50. Registered users shall be able to exit from an event
- 51. Registered users shall be able to rejoin an event
- 52. Registered users shall invite people to events they created

#### Chats

- 70. Registered users shall be able to create a private chat
- 78. Registered users shall be able to reject to join in a private chat

80. Registered users shall be able to accept to join in a private chat

## Web Application

- 89. Web Application shall have About us Page
- 90. Web Application shall have Contact us page
- 91. Web Application shall ask user to log in
- 92. Web Application shall display user's profile
- 93. Web Application shall show notifications to the user
- 94. Web Application shall show friend requests
- 95. Web Application shall allow user to check their messages
- 96. Web Application shall allow user to check event dates they are planning to go
- 98. Web Application shall allow user to change password of their account
- 99. Web Application shall allow user to deactivate their account
- 101. Web Application shall show the logs of user activities
- 102. Web application shall show events occurring nearby
- 103. Web Application shall show people recommendation with similar interest
- 104. Web Application shall allow user to log out
- 105. Web Application shall allow user to delete the account
- 106. Web Application shall allow user to see list of friends
- 108. Web Application shall allow user to search for people using various filter options
- 109. Web Application shall show people recommendation with similar interest
- 110. Web application has admin account to approve events
- 111. Web Application shall have Support/FAQ page

#### P2 (Desired)

#### **Registered User:**

- 24. Registered users shall be able to send an introductory message to a different user in their search result.
- 25. Registered users shall be able to share their real time location with FitHub

#### **Buddy Pass**

- 82. Registered users shall be able to view people with gym membership
- 83. Registered users shall be able to put request to access buddy pass
- 84. Registered users shall be able to accept the request to access buddy pass
- 85. Registered users shall be able to reject the request to buddy pass Web Application shall show buddy pass requests

## **History logs**

- 86. Registered users shall access their event visits in logs
- 87. Registered users shall access their workout pairing information in logs
- 88. Registered users shall be able to access their workout partner's information from logs

## **Registered User:**

21. Registered users shall be able to save their frequent searches

## **Searching People**

32. Registered users shall be able to remove people from their search results

#### P3 (Opportunistic)

#### **Friends**

42. Registered users shall view friend's club postings.

#### Clubs

- 53. Registered users shall be able to create the club
- 54. Registered users shall be able to update the picture of the club they created
- 55. Registered users shall be able to edit the club name they created
- 56. Registered users shall be able to delete the club they created
- 57. Registered users shall be able to delete the club picture they created
- 58. Registered users shall be able to send request to join the club
- 59. Registered users shall be able to leave a club
- 60. Registered users shall be able to send request rejoin a club
- 61. Registered users shall be able to add members to the club they created

- 62. Registered users shall be able to remove members from the club they created
- 63. Registered users shall be able to post in club
- 64. Registered users shall be member of multiple clubs
- 65. Registered users shall be admin of multiple clubs
- 66. Registered users shall be able to invite people to club
- 67. Registered users shall be able to accept the joining request for club they created
- 68. Registered users shall be able to reject the joining request for club they created

#### Chats

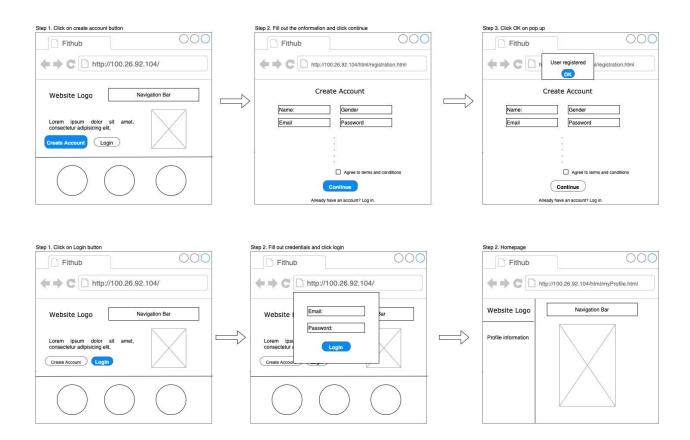
- 69. Registered users shall be able to create a group chat
- 71. Registered users shall be able to invite friends to the group chat
- 72. Registered users shall be able to remove people from group chat
- 73. Registered users shall be able to add unknown people from the chat
- 74. Registered users shall be able to post in the group chat
- 75. Registered users shall be able to leave a group chat
- 76. Registered users shall be able to dissolution the group chat they cheated
- 77. Registered users shall be able to recall their posts
- 79. Registered users shall be able to reject to join in a group chat
- 81. Registered users shall be able to accept to join in a group chat

#### **Web Application**

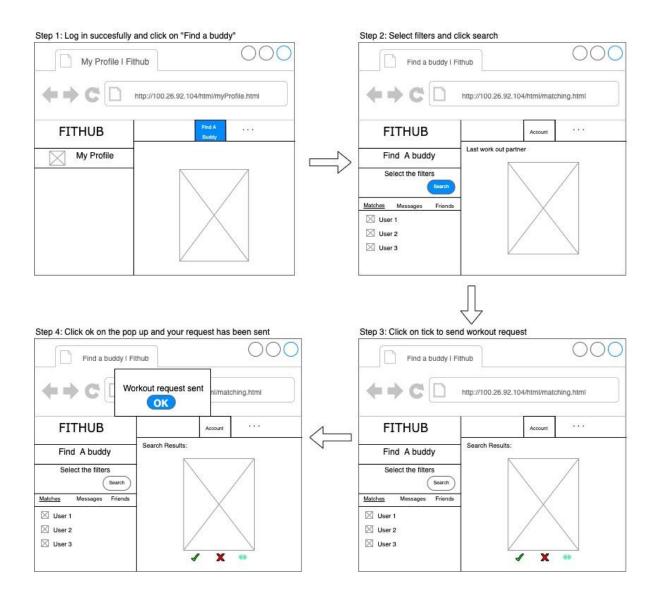
- 97. Web Application shall allow user to check updates of the club
- 107. Web Application shall allow user to see list of clubs

# 3. Wireframes Based on your Mockups/Storyboards V2

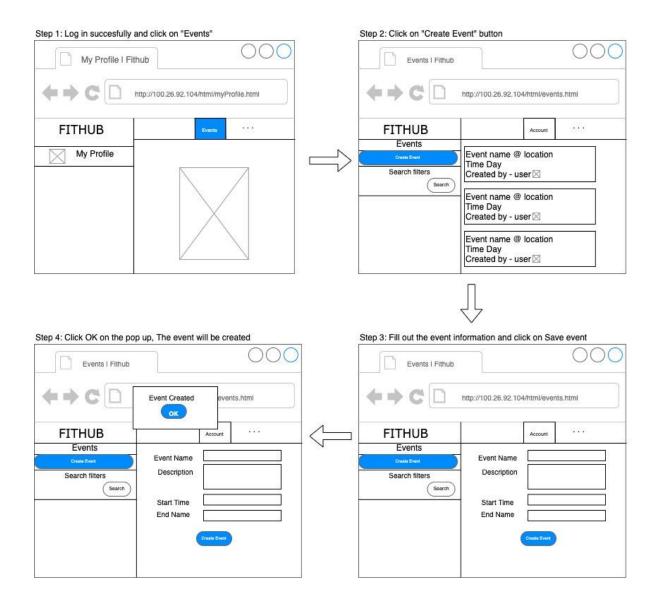
## 1. Registration and log in



## 2. Finding a Partner



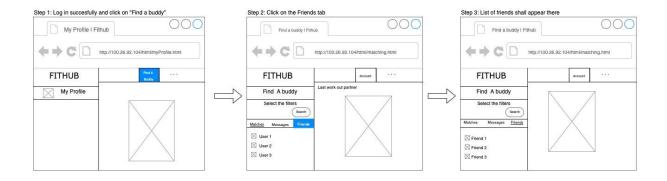
## 3. Posting Events



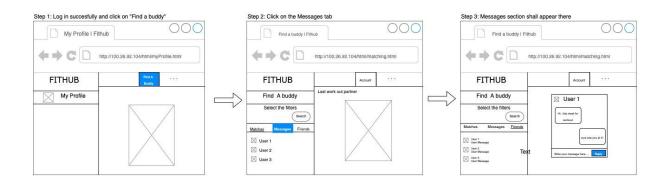
## 4. Finding events



### 5. Friends



#### 6. Private Chat



## 4. High level database architecture and organization V2

## • <u>DB organization:</u>

#### 1. Business rules:

#### a. Guest User:

- A guest shall have one account
- A guest shall be at most one registered user
- A guest shall be able to search many Users
- A guest shall be able to view many events

## b. Registered User:

- A registered user shall have one account
- A registered user shall be able to search many Users
- A registered user shall be able to create and delete many events
- A registered user shall be able to send, cancel, accept and reject many workout requests
- A registered user shall have many gym memberships
- A registered user shall send, cancel, accept and reject many friend requests

#### c. Account:

- An account shall be associated with a guest user or a registered user
- An account shall have all the information of a user
- An account shall be accessed by a single credentials combination only (username-password)

#### d. Events:

- An event shall be created and deleted by a Registered User
- An event shall be viewed by many Users

#### e. Clubs:

- An club shall be created and deleted by a Registered User
- An club shall be joined by many Registered Users

## f. Gym Membership:

- A gym membership shall belong to a registered user
- A gym membership shall have option for at most one buddy pass

#### g. History Logs:

- A history log shall belong to a registered user
- A history log shall have information related to user activities

#### h. Blocked Users:

- A block list shall have many users blocked by other users
- A block list shall be used by many registered users

## i. Buddy pass:

- A buddy pass belongs to a gym membership
- A buddy pass shall be used by any registered user

#### j. Friend request

- A friend request shall be sent by a registered user
- A friend request shall be canceled by a registered user
- A friend request shall be accepted by a registered user
- A friend request shall be rejected by a registered user

#### k. Workout request

- A workout request shall be sent by a registered user
- A workout request shall be canceled by a registered user
- A workout request shall be accepted by a registered user
- A workout request shall be rejected by a registered user

#### 2. Entities:

#### a. Guest User (Strong)

- user\_id: unique user id to identify the guest user
- email id: unique email id associated with a user
- is registered: if the user is a registered user

## b. Registered User (Weak)

- reg\_id: unique user id to identify the registered user
- user id: id associated with a guest user
- phone: contact no of the registered user
- address: address of the registered user
- location: city name of the registered user
- zipcode: zipcode of the registered user
- activity type: like if the user is interested in indoor/outdoor activities
- workout\_type: kind of workout user prefers to carry out

## c. Account (Weak)

- acc\_id: unique id for the account entity
- reg\_id: id associated with a registered user
- username: used to log in account
- password: password to log in account

#### d. Events (Weak)

- event id: unique id for the events entity
- reg id: id associated with registered user
- description: more info about the event
- start time: start time for the event
- end time: end time for the event
- from date: start date for the event
- to\_date: end date for the event

#### e. Clubs (Weak)

club\_id: unique id for the clubs entity

- reg\_id: id associated with a registered user
- description: more information on the club
- open\_to\_all: if other registered users can join without invite

### f. Gym Membership (Weak)

- gym id: unique id for the gym membership info
- reg\_id: id associated with a registered user
- gym\_name: gym name the user has membership for
- gym\_loc: location of the gym
- gym\_zipcode: zipcode in which the gym is located
- buddy pass: does it have the option for buddy pass
- share\_pass: if the registered user is willing to share his buddy pass
- membership\_start\_date: start date for gym membership
- membership\_expiry\_date: end date for gym membership

## g. History Logs (Weak)

- log id: unique id to identify the log of a registered user
- reg id: id associated with a registered user
- activty\_info: information on the user activity
- is\_workout\_request: if log is for workout request
- is\_friend\_request: if log is for friend request
- is\_buddy\_pass\_request: if log is for buddy pass request
- is\_block\_user: if log is for blocking a user
- is\_club\_request: if log is for a club request

## h. Blocked Users (Weak)

- block\_id: unique id to for blocking entity
- block\_from\_reg\_id: id associated with a registered user who is blocking
- block\_to\_reg\_id: id of the registered user who is being blocked
- block\_date: date the user was blocked
- block\_time: time user was blocked

## i. Buddy pass (Weak)

- bp\_id: unique id for the buddy pass entity
- reg\_id: id associated with a registered user
- gym id: buddy pass belong to which gym
- to\_reg\_id: registered user id with whom the buddy pass is being shared
- date used: the date on which the user is sharing buddy pass
- amount: amount user collects for the buddy pass mechanism

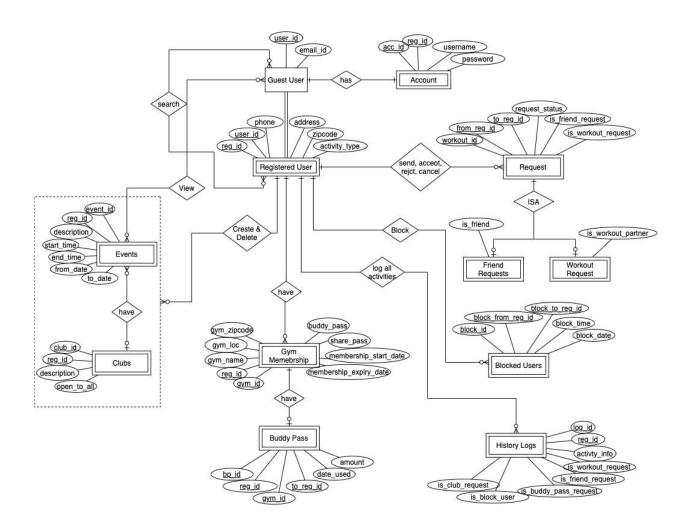
## j. Friend request (Weak)

- friend id: unique id for the friend entity
- from\_reg\_id: id of a registered user who is sending friend request
- to\_reg\_id: id of a registered user to whom the request is sent
- request\_status: status of the request as sent, cancel, accept, reject

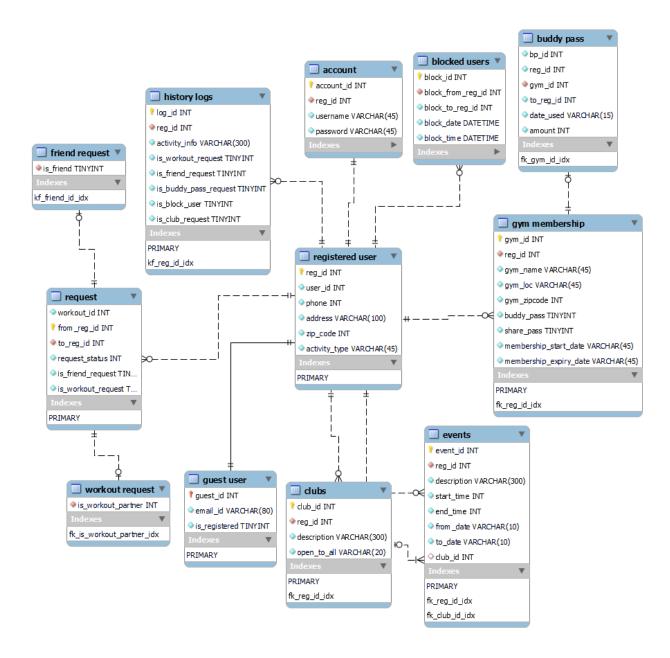
## k. Workout request (Weak)

- workout id: unique id for the workout entity
- from\_reg\_id: id of a registered user who is sending workout request
- to\_reg\_id: id of a registered user to whom the request is sent
- request\_status: status of the request as sent, cancel, accept, reject

#### 3. ERD:



#### 4. Database Model:



#### 5. DBMS:

The database chosen to develop the project is MySQL since it is well known RDBMS, easy to use and many GUI tools are available for the development and maintenance of the MySQL database.

## Media storage:

- The media used in the FItHub app will be images of the profile pictures and club pictures.
- They will be stored in the **file system** and the format of image will be JPEG/JPG/PNG.

## • Search/filter architecture and implementation:

- Search Algorithm:
  - The input to the search algorithm shall be provided from the search bar.
  - The user will input only usernames to search from the search bar
  - The input will be looked into the database
  - The output for the search algorithm will be the list of usernames that fully / partially matches the user input in the ascending order

The DB fields that will be searched here is:

- Table: Account
  - → username

#### Filter Algorithm:

- The input to the filter algorithm shall be provided by clicking on search button from the filters section
- The user will be given the option to search based on the location, indoor/outdoor activities, workout type by selecting the appropriate filters.
- These filtered inputs shall be looked into the database. These fields shall also be indexed in the database for quick search results.

The output for the search algorithm will be the list of items that match the
user's filter input. The information in each item fetched from the database
will have the username, location, zip code, activity\_type, workout\_type.

The db terms that will be searched here is:

Table: Account

→ username

Table: Registered User

→ location

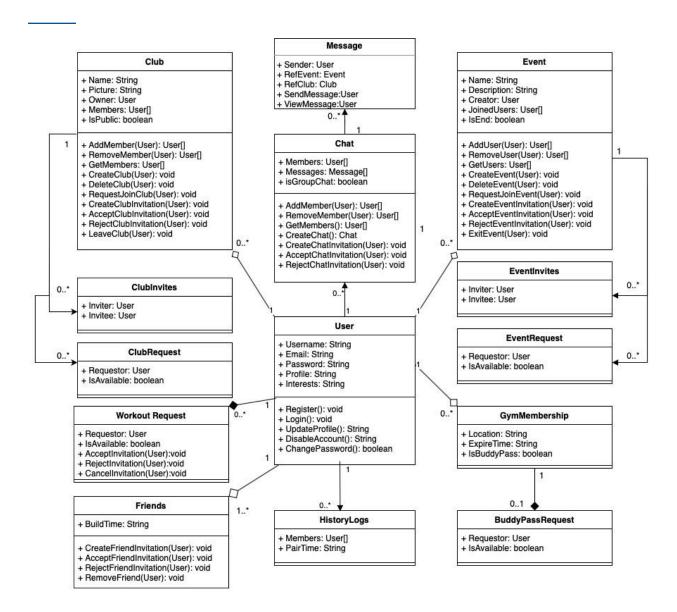
→ zipcode

→ activity\_type

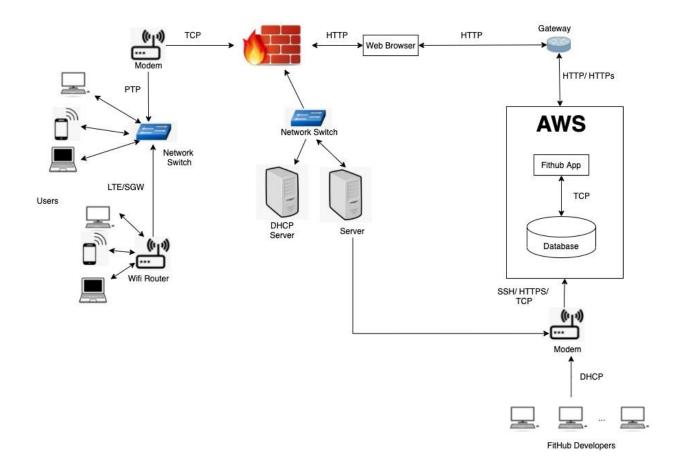
→ workout\_type

# 5. High Level Diagrams V2

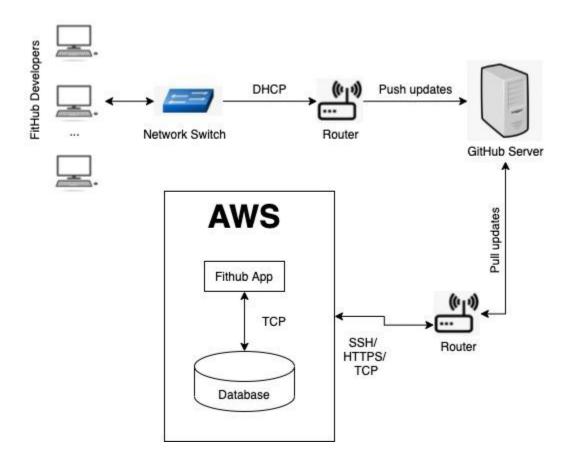
#### UML:



# **Application Network Diagram:**



# <u>Deployment Diagram:</u>



# 6. <u>List of Contributions in this milestone (detailed including contributions to the horizontal prototype)</u>

Team Member	Contribution
Vidhi Vora (Team Lead)	<ul> <li>As a Team Lead:         <ul> <li>Ensuring all the requirements are met and adhering to the M3 guidelines</li> <li>Assigning and supervising the task progress, organizing regular team meetings and the agenda</li> <li>Resolving queries, discussing the concepts for the M3</li> </ul> </li> </ul>
	As a Team Member (Milestone 2):
	Full Contribution to following sections:  Wireframes Based on your Mockups/Storyboards
	Partial Contribution to following sections:
	Horizontal Prototype:  → Create event API  → Login API  → My Profile page
Johnson Nguyen (Backend Lead)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Horizontal Prototype:  → Find a buddy page  → Creating sessions for log in
Roberto Simental (Frontend Lead)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Horizontal Prototype:  → Events Page → Event profile page → Design fixes on pages

Michael Satumba (Frontend Member)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Horizontal Prototype:  → Find a buddy page  → My Profile page
Eduardo Hernandez (Backend Member)	Full Contribution to following sections: Data definitions
	Partial Contribution to following sections:
	Horizontal Prototype:  → Creating sessions for log in  → Create event page  → Testing for bugs
Zhinan Zhao (Backend Member)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Horizontal Prototype:  → Creating sessions for log in → Search events API → Search bar in home page header
Ziming Wang (Frontend Member)	Full Contribution to following sections:
	Partial Contribution to following sections:
	Horizontal Prototype:  → Event profile page

(implementation of session is still in progress)