# Requirements Document for Trainia version 3

Mamadou Ndiong, Jonathan Schimpf, Tongwa Aka

All Sourced from “**COSC 412 Spring 2021 Group Project”** document

## Description

The client is asking for “a fun, interactive learning environment for teens to become more aware of what they should be doing to maximize their performance in a given sport.” And for all stakeholders to gain sufficient knowledge to ensure that young athletes have the proper nutrition and fitness routine to support the increasingly rigorous training required by high school athletic programs. The proposed tool a web based game.

After research done on the client’s end, experts have come to the solution that the follow features are required on the website:

* Utilization of social media to promote and increase awareness and usage.
* Be secure. Provide all functionality without ever leaving the domain.
* Provide a way to search for local fitness facilities.
* Allow parent/guardians to get a subscription for their child/children.
* Allow high school athletic coaches and officials to view athletes participating in their program.
* Allow fitness, health, and nutrition experts the ability to register their services.
* Provide a technical status report roughly half-way through the project.
* Demo a prototype in the mid-May timeframe with the understanding that a fully functioning system would not be available until later next year.

## Functional Requirements

### Search

Client wants a feature that allows users to make searches for local fitness facilities.

### Faculty View

Only school officials and parents/guardians can view the athletes’ page(s). However, the parents/guardians can only view their own kids profiles and general data about the school such as the school leadership board and the average of game points by the school for example. The officials and coach can see all the athletes’ information can be seen by them granted by access.

### Social Media

The client is asking for a website that will combine social media with the website functionalities. The client wants to have information easily shared to social to promote awareness and

### User Accounts

Users shall be able to create personal accounts on the website. Information will be stored in the database and displayed in the user’s profile page. Things like the athlete’s score can be found on the user’s profile. There will be three types of users: athletes, parents, and faculty members i.e., coaches and officials. Fitness, health, and nutrition experts also can register their services on the site.

### Payment

The client wants to go with a subscription-based model to make money. Members will be charged on a one-time, monthly or annual basis to pay for membership via a credit/debit card.

## Non-Functional Requirements

### Prototype

The client is expecting functioning prototype to be presented to them to see something tangible.

### Cross-platform

The website is expected to be mobile friendly. The right web development language needs to be selected that will accommodate for this. Or a purchased software that makes both the web app and a mobile friendly web version

### Integration

Facebook, Instagram, LinkedIn, and Twitter API integrations must be made to get the full functionality of the social media site.

GEO mapping to make local searches from website.

### Security

The users must be identified as who they are. The athletes should not say that they are using the website as a faculty member or official or a parent/guardian.

Making sure that there are no fraudulent payments being made to the website. Using payment gateways like PayPal or Stripe can be used to alleviate stress of creating a secure payment gate from scratch.

Students and officials must use school email to make an account on the website. Only parents can use emails outside of the institution’s but must be verified as a real parent/guardian of a child.

### Testing

Unit testing, integration testing and regression testing need to be done for a functioning prototype to be shown.

Agile methodology is being used to have identify bugs and roadblocks early on to develop prototype by the deadline