# Wise & Wide:

# Wise & Wide Gym Management **System - Project Documentation**

This document provides the complete documentation for our AI-First Software Engineering course project. It details the project requirements, design, and methodology, including all prompts and Al-generated outputs.

### Requirements Elicitation

We used AI to transform a basic feature list into structured user stories and requirements.



#### Prompt Used:

"according to this description:

Wise & Wide allows gym owners to manage classes, schedules, and user a ccounts smartly and securely. Members can browse classes, see gym hour s, and receive reminders before their sessions, as well as see their subscri ption status.

and these features:

Add/edit/remove gym classes (e.g., Boxing, Yoga)

Define opening and closing hours

Manage user accounts (members/trainers)

Notifications for upcoming classes

can you give me 5 user stories with acceptance criteria, and 5 nonfunction al requirement and 3 suggested priority "

#### 📤 Al Output:



🧬 User Stories with Acceptance Criteria

1. As a gym owner, I want to add, edit, and remove gym classes so that I can keep the class list updated.



 Owner can create a new class by entering its name, time, trainer, and duration.

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- Owner can edit class details and save changes.
- Owner can delete a class, and it will no longer appear to members.
- 2. As a gym owner, I want to set and modify the gym's opening and closing hours so that members know when the gym is available.
  - 🔽 Acceptance Criteria:
    - Owner can input daily opening and closing times.
    - Updated hours are reflected instantly on the member interface.
  - System prevents setting overlapping or invalid hours (e.g., closing before opening).
- As a member, I want to view available classes and gym hours so that I
  can plan my visits easily.
  - 🔽 Acceptance Criteria:
  - Member dashboard displays a list of upcoming classes with times and trainers.
  - Gym hours are visible and updated in real time.
  - Only currently available classes are shown.
- 4. As a member, I want to receive notifications before my scheduled classes so that I don't miss my sessions.
  - 🔽 Acceptance Criteria:
    - Notifications are sent at a configurable time before each class (e.g., 30 min).
    - Members can enable/disable notifications in their settings.
    - Notification includes class name, time, and trainer.
- 5. As an admin, I want to manage user accounts (members/trainers) so that the system stays organized and secure.
  - 🔽 Acceptance Criteria:
    - Admin can create, update, deactivate, or delete user accounts.
    - Passwords are securely stored and encrypted.
    - User roles (member, trainer, admin) are clearly defined and restricted.
- Nonfunctional Requirements (NFRs)

- 1. **Performance:** The system should load class schedules within 2 seconds of user request.
- 2. **Security:** All user data must be encrypted using SSL/TLS and stored securely in the database.
- 3. **Scalability:** The platform should support up to 10,000 concurrent users without performance degradation.
- 4. **Availability:** The system should have 99.5% uptime to ensure members can access schedules anytime.
- 5. **Usability:** The interface should be mobile-friendly and accessible on both web and mobile devices.

#### Suggested Priority Levels

| Priority | Description                       | Example Features                  |
|----------|-----------------------------------|-----------------------------------|
| High     | Core functionality needed for MVP | Class management, user accounts   |
| Medium   | Enhances user experience          | Notifications, gym hours display  |
| Low      | Additional polish or optimization | Advanced analytics, design themes |

# Methodology Selection

We used AI to guide our choice of project management framework.

### **Prompt Used:**

"Choose an Agile flavor (Scrum or Kanban) for incremental delivery — doc ument why (team size, deadlines, risk). For small teams: Scrum (2-week sp rints) is recommended; for continuous delivery or frequent changes: Kanba n. Cite rationale in the proposal"

# 📤 Al Output:

6 Agile Methodology Choice

**Chosen Approach: Scrum** 

#### Rationale:

The Scrum framework is chosen because the Wise & Wide project is being

developed by a small team with clearly defined roles (e.g., developer, designer, tester). Scrum's 2-week sprints enable structured progress through planning, development, and review cycles. This helps the team focus on incremental delivery, ensuring that high-priority features like class management and user accounts are built, tested, and improved early.

Scrum also provides regular feedback through sprint reviews and retrospectives, which is beneficial for reducing risk and aligning development with changing requirements (e.g., adding new class types or modifying notification logic). The defined sprint rhythm keeps deadlines predictable while maintaining flexibility.

If the system required continuous updates (e.g., daily deployment of small fixes), Kanban could have been a better fit. However, for this project's structured, time-boxed development with moderate risk and a small team, Scrum is the most suitable choice.

#### Sprint Planning and Effort Estimation

Al tools will be used to assist in sprint planning — such as suggesting sprint goals, estimating user story effort using T-shirt sizing (S, M, L, XL) or story points, and organizing backlog priorities. However, human judgement remains essential for validating these estimates to reflect the team's actual capabilities and workload.

#### **Example Sprint Plan:**

| User Story                         | Effort Estimate | Size | Sprint   |
|------------------------------------|-----------------|------|----------|
| Add/edit/remove gym classes        | 8 story points  | L    | Sprint 1 |
| Set opening and closing hours      | 5 story points  | М    | Sprint 1 |
| Manage user accounts               | 13 story points | XL   | Sprint 2 |
| Send notifications                 | 5 story points  | М    | Sprint 2 |
| Display member subscription status | 3 story points  | S    | Sprint 3 |

## Design (UML)

We used AI to generate the foundational PlantUML code for our system's design diagrams based on the user stories.

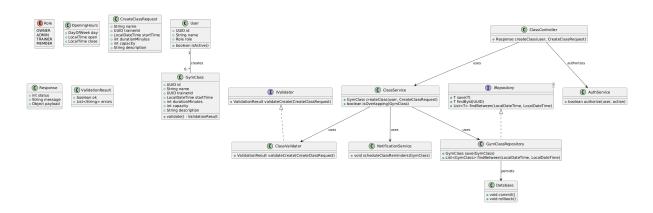
Prompt Used:

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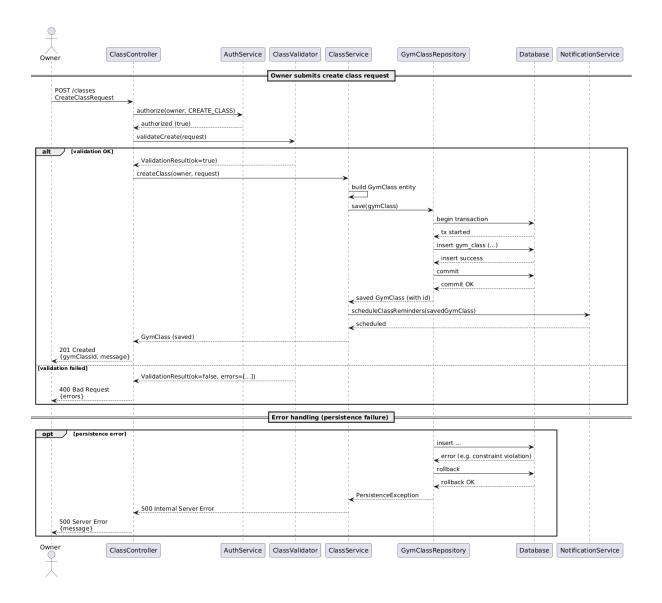
"Given these user stories: [User Stories 1-5 from above], produce PlantUM L class , sequence and use case diagrams for the 'create task' flow including validation and persistence steps."

# Al Output:

# Class Diagram:



# Sequence Diagram:



### Use Case Diagram:

