

Gym management system  
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## **II. EXECUTIVE SUMMARY**

People only have one body, and many of them know that taking care of it is paramount. For that reason, Electronic-gyms will always be a profitable venture, since there will always be people and those people will always be looking for new ways to maintain fitness and health. **Sportify** will provide just that, with a focus on **health care and body workout services**. We will be an **E-gym that have comprehensive coverage of all workouts and daily tips**

Our customers will be those tired of the same old chain gyms they have seen before. They will be looking for a smaller gym that can give them more of a one-on-one approach to fitness. We will target people who are looking for **a low-cost service and easy environment**

### III. BUSINESS DESCRIPTION

We are in the fitness industry, which is an industry that fluctuates year-to-year. And we know that some believe that the money spent on our service is “disposable income,” but our philosophy is that fitness should be important to everyone. We intend to heavily market this attitude

Our goal is to **Promote the success of our clients in meeting their fitness goals...**, and we will do this with **Exceed 60% class capacity by the end of the first year of operation...** Our business philosophy is **more train more gain.**

We will be able to compete in this marketplace because of lack of fitness resources and it's poor quality and because we will market to a certain kind of customer **who wants to obtain perfect body muscles**

### IV. MARKET ANALYSIS

Though there is competition near us, our services will be superior to those currently offered in the area because **we putting a schedule for training and we have a trophy system too**

Our prices will be **less than** the competition, and we believe they are set up perfectly because **we making a challenging market that fulfill client's goals**

The employees we intend to hire are some of the best in the business. also, **they are work in different fields like therapists who works at medical area**

We are attaching **marketing materials** to give you an indication of fitness

### V. MARKETING PLAN

We believe that **Sportify** will have the image of **successful fitness project**. Because we intend for our customers to be **satisfied**

The market for our products is **increased day by day**, and because of that we believe **our gym will deal with the all circumstances, and any changes that may be coming in the future market like tech acceleration and AI domination**

We have set our prices based on the current market, We believe they are competitive because **our methodology and services compared with other applications**

## VI. OPERATIONS AND MANAGEMENT

**Sportify** will be online service for our customers because of access possibility for our clients and members

All of our services will be sold from this software . We **will** have web-based business and our independent website. We will have **number of** employees, including **therapists, trainers and the psychological experts and consultants**

Since this is a gym, there is a great deal of equipment needed for the initial startup. We will have to purchase cardio equipment, strength training equipment, mats...etc.

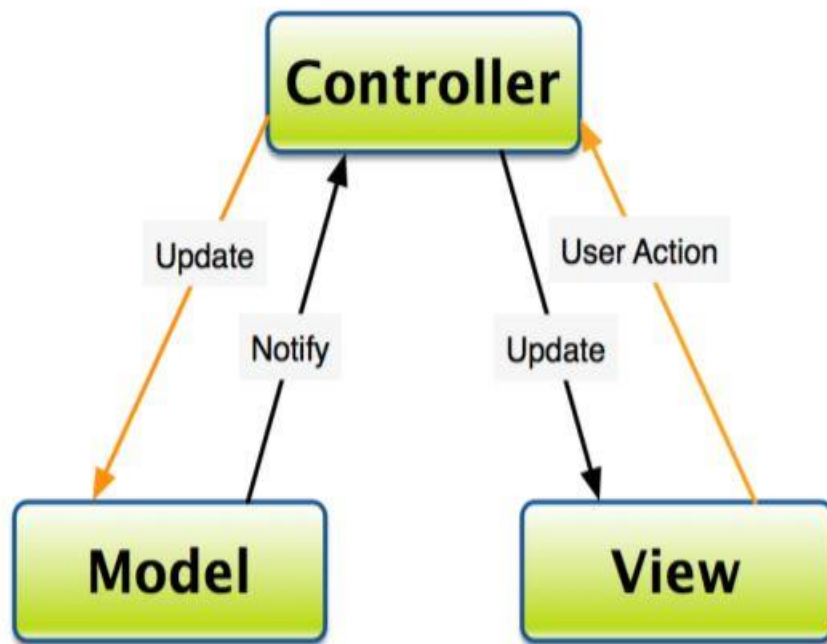
We expect our services to **help clients to manage their healthy life and see the progress that they achieved, we believe this because this will indeed save their time and effort** . Our forecast for **next weeks** is **completing the project website application** and we will get there by Walking through our prepared in advance plane of execution

## VIII. DEVELOPMENT PLAN

We follow the MVC design pattern for developing our system.

Model–view– controller (MVC) is a software design pattern for implementing user interfaces on computers. It divides a given software application into three interconnected parts, so as to separate internal representations of information from the ways that information is presented to or accepted from the user.

- Model: The model manages the behavior and data of the application domain, responds to requests for information about its state (usually from the view), and responds to instructions to change state (usually from the controller).
- View: The view manages the display of information.
- Controller: The controller interprets the mouse and keyboard inputs from the user, informing the model and/or the view to change as appropriate.



**Figure :** Diagram of A typical collaboration of the MVC components.