

Project Overview: SportClub is a comprehensive management system designed for sports clubs. The system facilitates seamless interaction between employees and clients, offering tailored functionalities based on user privileges.

Key Features:

1. User Registration:

- Users must register in the system to gain access.
- Post-registration, users are granted specific privileges based on their roles (client, trainer, dietitian, administrator).

2. Clients:

◦ **Subscription Requirements:**

- Clients must have an active subscription (membership) to access the club's facilities.
- Memberships are categorized into three types: Basic, Standard, and Premium, each granting different levels of access to various zones within the club.
- Clients with a lapsed subscription exceeding six months are automatically removed from the system.

◦ **Service Selection:**

- Clients can choose and register with trainers or dietitians.
- They can also sign up for group sessions.

◦ **Group Sessions:**

- Group sessions have a schedule with a defined minimum and maximum number of participants, ensuring optimal class sizes.
- Completed sessions are archived and removed from the system if they concluded more than six months ago.

3. Employees:

- Employees can also be clients within the system.
- Employees work in different departments and have contractual obligations.

4. Trainers (Employees):

- Must possess a certification from specialized courses.
- Can develop personalized training plans for their clients.
- Have the ability to create and conduct group sessions.

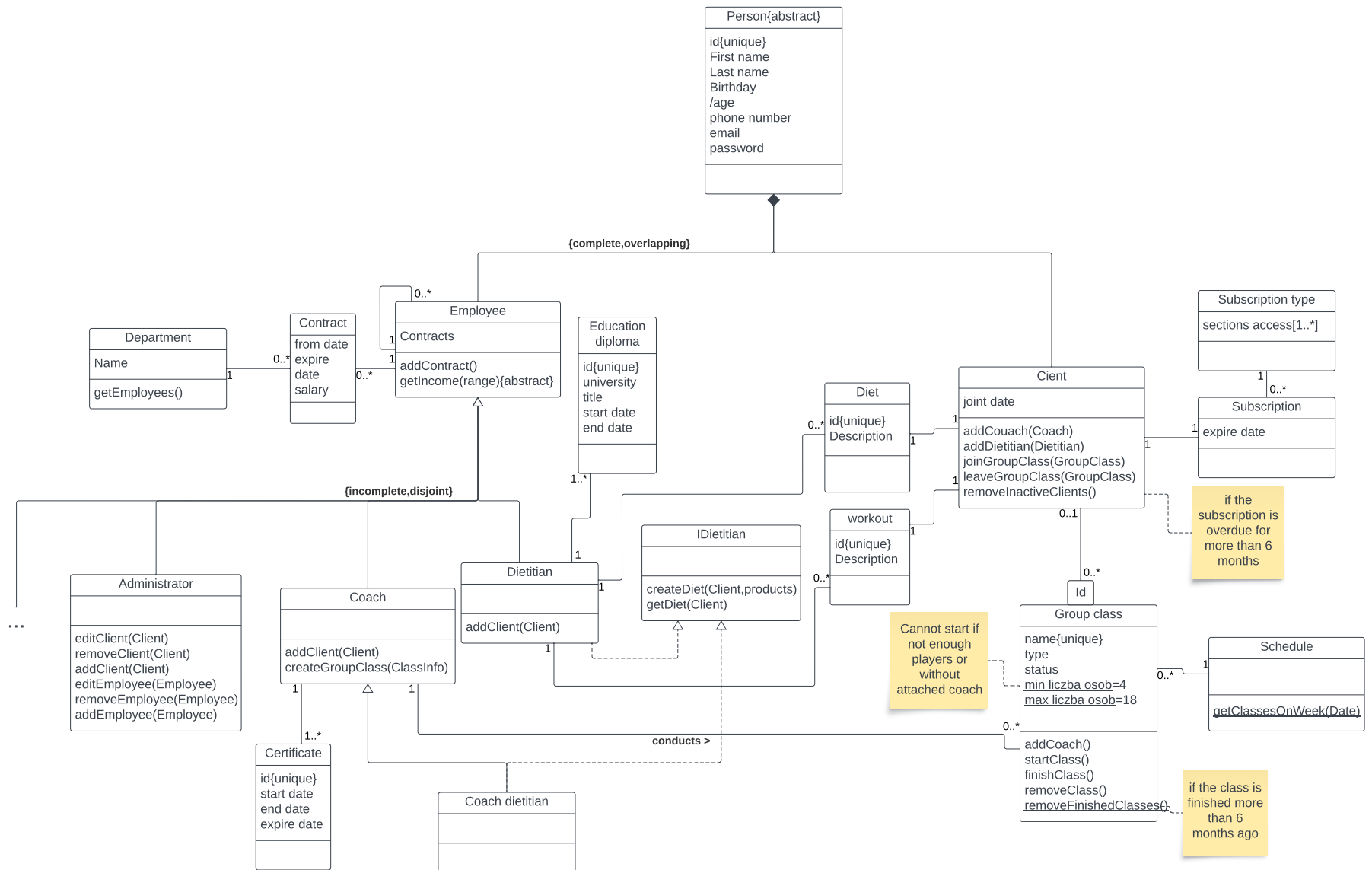
5. Dietitians (Employees):

- Must hold a medical degree.
- Can prescribe dietary plans to their clients.
- A trainer can also hold the role of a dietitian, provided they meet the qualifications.

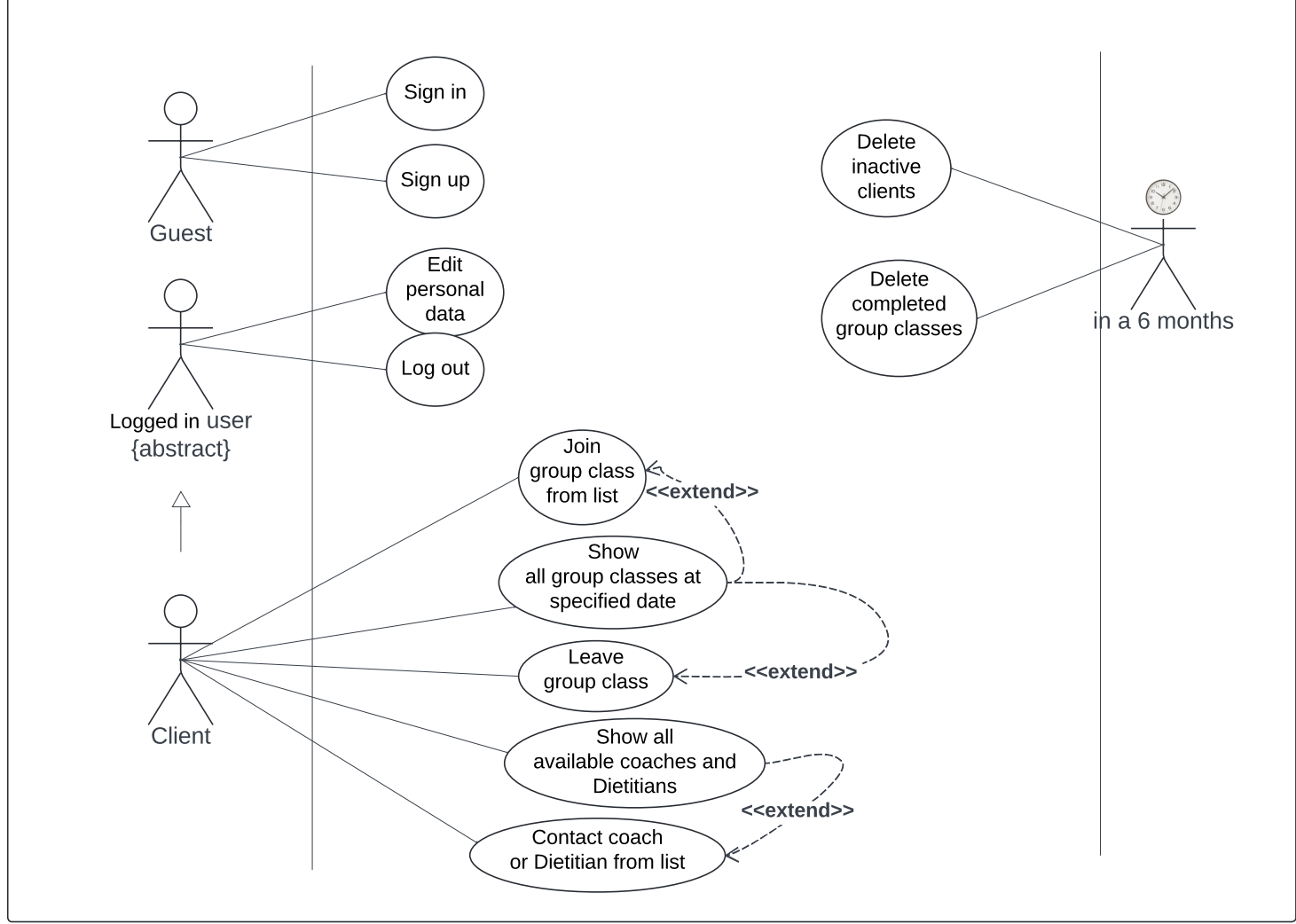
6. Administrator (Employee):

- Holds the highest level of access within the system.
- Can modify user data and manipulate all data within the system.

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Scenario for the "Join group" class use case

Join group class

Initial condition:

Client wants to join or leave group class

Main Event Flow:

1. The Actor Client starts use case
2. The system asks for the date. The actor Client provides date
3. The system shows list of group classes for the provided date and asks for class selection. The actor Actor selects class.
4. The client has not registered for this lesson yet and group class is not full, the system displays information about the selected class and offers to join the lesson. The actor Client joins class.
5. The system informs actor Client about successful registration. The actor Client succesfully joins the group class.

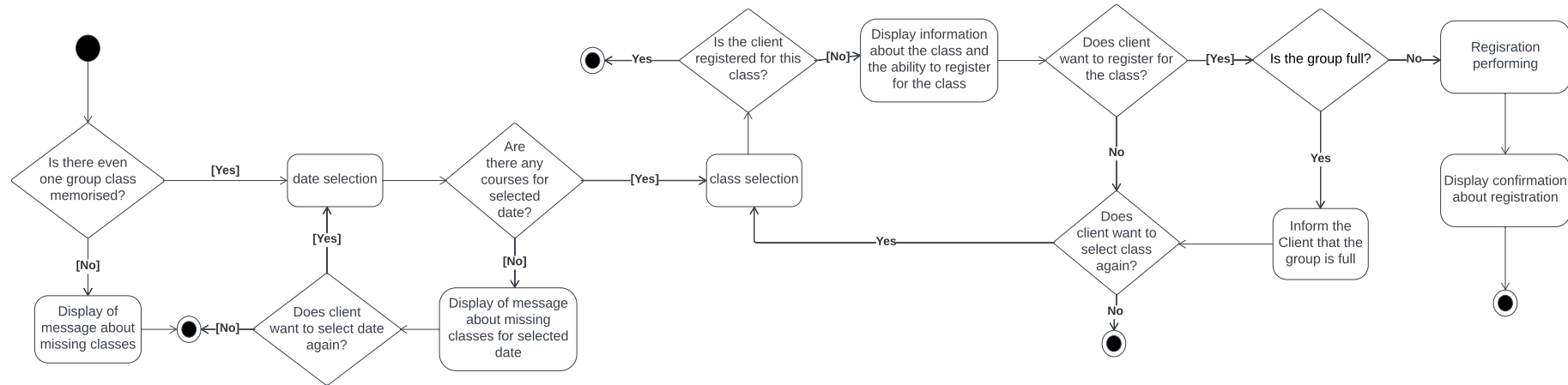
Alternative event flows:

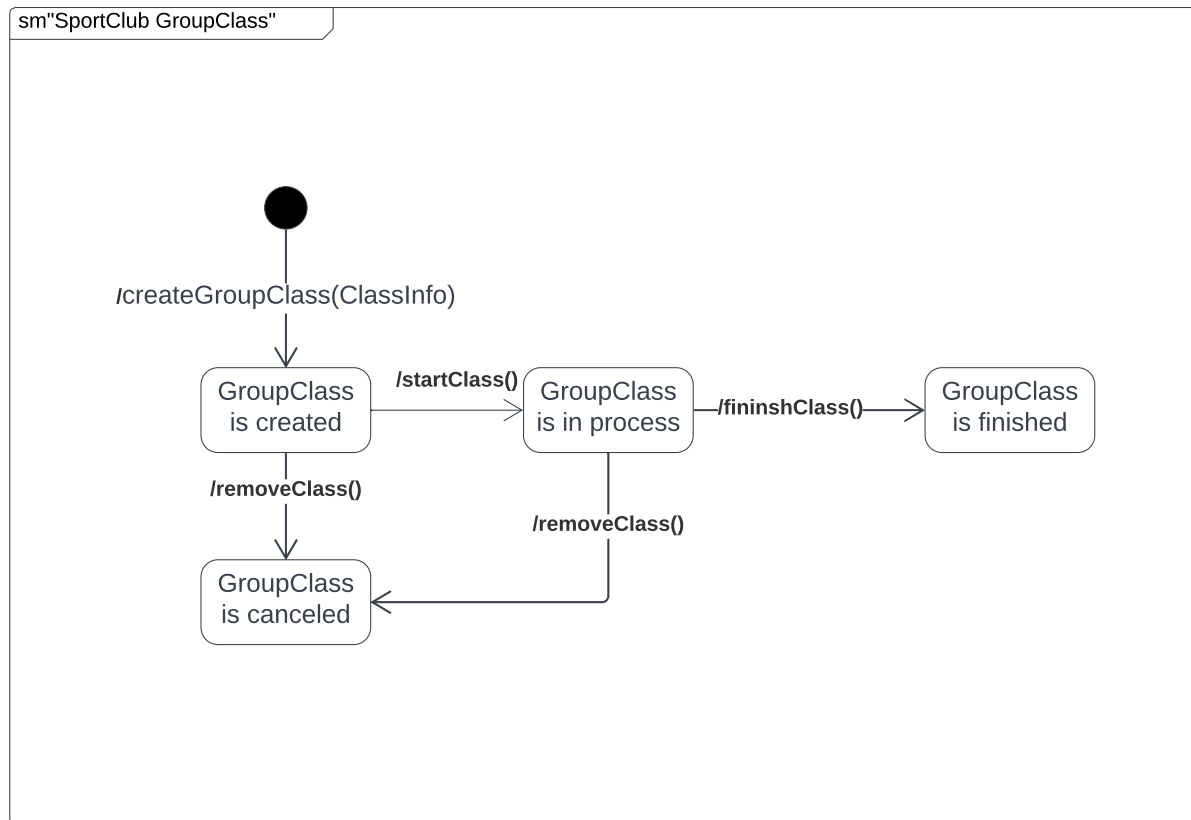
- 2a. There is no saved classes. The system informs actor Client. The end of use case.
- 3a. There is no saved classes for provided date. The system informs Client and asks if he wants to enter date again. Actor Client agrees and system goes to point 2.
- 3b. There is no saved classes for provided date. The system informs Client and asks if he wants to enter date again. Actor Client refuses. The end of use case.
- 4a. The actor is already in class. The end of use case.
- 4b. The group class is full. The system informs Client and asks if he wants to enter date again. Actor Client agrees and system goes to point 2.
- 4c. The group class is full. The system informs Client and asks if he wants to enter date again. Actor Client refuses. The end of use case.

Final condition:

- e1. The actor Client joins the group class.
- e2. The system informs actor Client that there is no saved group classes.
- e3. The system informs actor Client that the group class is full.

ad "Join/cancel group class"





GUI

DATE

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