# **Requirements**

1. All of the features will reside on the website;
2. Website will contain this page's: personal profile, home page, team page, and a registration page for parents/coaches/vendors;
3. Registration process is different for different users:
   1. Students: school will provide a verification code to the Student, which expires within 5 business days and has to be re-requested from the school, which will be used by the Student's Parents when they register the student;
   2. School administration/Government Agents: after registering on the website will receive a registration link to their email addresses, which expires within 15 minutes, after confirming the email address through the link, account will have to be activated by an Administrator;
   3. Vendors: after registering on the website Vendor receives a link to upload documents (license), which will be further reviewed by the Administrators;
4. There will be 3 levels of user roles:
   1. Users: students will be given this role, they can:
      1. View the information provided on by the Vendors;
      2. Edit their profile information (change photos, edit statuses);
      3. Post messages;
      4. Link their social media (twitter) accounts;
      5. Create personal schedules;
      6. Post completed exercises.
   2. Moderator: Teachers/Trainers will be given this role, they can use it to:
      1. Approve student’s posts;
      2. Suspend students who post inappropriate posts (suspended accounts can view but cannot post anything to the website);
      3. Create team’s;
      4. Add students to the teams;
      5. Set team schedules;
      6. Confirm students attendance.
   3. Administrator: Teachers(not everyone, only selected by the school)/School Administration/Government Agents will have this role. This role provides access to this functions:
      1. Delete users;
      2. Add users;
      3. Change roles of users;
      4. Verify Vendors;
      5. All the functions of the Moderator.
      6. Set top sponsor for the month
5. Moderators/Administrators approve User posts with links/photos in them;
6. Administrators can set top sponsors each month that will be displayed in an advertisement/banner on the website that links to the sponsors page.
7. Service is based on the subscription model. Parents of the students will have to go through a payment procedure (using built in payment processor interface) to subscribe their child;
8. Vendors will be able to use the website to post their service and locations, after the verification process;
9. The website will provide a map to display local fitness facilities, as well as details for certified fitness trainers;
10. The website will track User's progress with achievements/badges for completing certain tasks;
11. Users will be able to form workout groups with other participating students;
12. Coaches and school officials will be able to view students’ participation on the website including posts, group activity, and achievements;
13. The system will handle payment processing securely and any personal data will be stored safely and viewable only to authorized users;
14. All stored data will be encrypted;
15. Credit card information will not be stored;
16. The product will cater to student athletes between the ages of 13-17;
17. Initial prototype will be rolled out for the Baltimore county;
18. The service will be accessible cross-platform (computer and mobile friendly);
19. A functioning demo will be presented in the mid-December time frame, with a status report roughly half way through the project;
20. Initial costs for a prototype will include support for a development team of 7 people over the course of 2-3 months, as well as purchasing of the server space. Future projected cost will increase for full-scale development and maintenance.