**5 Requirements Document**

**5.1 Requirements Introduction**

This project is a web application fitness tracker that is focused on the sport of CrossFit. It will consist of building both a backend, including an API with Node.js and a database with Neo4j, and a frontend, consisting of HTML, CSS, JavaScript, and JQuery. The main features of the system will be that a user can create an account which they can log workouts and goals and track their progress over time.

The remainder of this document is structured as follows. Section 5.2 contains the Functional Requirements of the application. This will cover primarily everything that the user interacts with. Section 5.3 contains the Performance Requirements. This section addresses the applications performance, outlining any requirements in speed and efficiency when it is being used. Finally, Section 5.4 contains the Environmental Requirements. This outlines the software and hardware required for building, testing, and running the application.

**5.2 Functional Requirements**

The functional requirements for this project revolve around the user interface and what is visible to the user on the website. The features are logging, editing, and deleting daily workouts, goals, and basic user information. A daily workout is any workout that the user has completed that they can then log for that specific day. A goal is anything that the user hopes to achieve or accomplish. The basic user information will consist of fields such as age, gender, height, weight, years of experience with the sport, etc.

**5.2.1 User Daily Workout Log**

The user daily workout log is a place where each user can input data for workout(s) for the day. A daily workout is any workout that the user has completed that can then be logged for that specific day. A user will be able to log past workouts for a specific day. Each workout logged will be saved to the user’s profile and can be seen later in the User Daily Workout List.

5.2.1.1 The system shall have a text box for the user to enter their most recent completed workout.

5.2.1.2 The system shall log as many workouts in a day as the user would like.

5.2.1.3 The system shall allow the user to enter a past workout for a specific day.

5.2.1.4 The system shall have a text box and/or drop down calendar for the user to change the date of a workout.

**5.2.2 User Daily Workout list**

This is a place the user can go to see all past workouts that have been logged. The user is able to edit past entries or delete them from here. There is also an option to add a workout to the list at this point, which redirects the user to the User Daily Workout Log.

5.2.2.1 The system shall display all of the user’s previously logged workouts.

5.2.2.2 The list shall display the entire workout in its own div.

5.2.2.3 The system shall allow editing of a logged workout from the list with an edit button.

5.2.2.4 The system shall allow deletion of a logged workout from the list with a delete button.

5.2.2.5 The system shall have an option to add a workout to the list with an add icon button.

**5.2.3 User Goal Log**

This is a place the user can go to log a new goal. A goal is anything that the user hopes to achieve or accomplish. Any goal added here will be saved to the user goal list to be viewed later.

5.2.3.1 The system shall have a list of common goals in CrossFit which the user can select by clicking on an add to goals button.

5.2.3.2 The system shall have a button for a custom goal.

5.2.3.3 The system shall display a text box after the custom goal button has been pressed.

5.2.3.4 The system shall allow the user to save a goal by clicking on an add goal button.

5.2.3.5 The goal shall save to the user goal list.

**5.2.4 User Goal List**

This is a place where the user can see all of their current, unaccomplished goals. Here the user can also edit or delete a goal. There will also be an option to “check off” a goal, signifying that it has been accomplished.

5.2.4.1 The user goal list shall show all goals entered by the user.

5.2.4.2 The list shall display all of the goal’s information.

5.2.4.3 Each goal shall appear in its own div.

5.2.4.4 The system shall allow editing of any goal on the list by an edit button.

5.2.4.5 The system shall allow the deletion of any goal on the list by a delete button.

5.2.4.6 The system shall allow the user to check off a goal by a goal reached button.

5.2.4.7 The system shall show which goals are accomplished and which are not by a description within the div.

**5.2.5 User Profile**

This holds all of the basic information of the user. The basic user information will consist of fields including (but not limited to) age, gender, height, weight, years of experience with the sport,.

5.2.5.1 The user profile shall display all of the user’s information in one container

5.2.5.2 The system shall allow editing of the user’s information with an edit button

5.2.5.3 The system shall update any edited information with a save changes button

**5.2.6 Graphical User Interface (GUI)**

The GUI is the menu system that allows the user to navigate their profile and the website as a whole. It consists of buttons for the User Daily Workout List, User Goal List, and the User Profile

5.2.6.1 The GUI shall have a menu.

5.2.6.2 The menu shall have buttons that link the user to the profile, Workout Log, and Goal List.

5.2.6.3 The GUI shall be present on every page of the web application.

**5.2.7 Account Sign Up**

The account sign up page is the page that any user will land on when not currently logged in. It will function very similarly to other sign up/log in pages for social media sites. The user will have the option to either login to an already existing account or sign up for a new account.

5.2.7.1 The system shall have a container with an option to sign up for an account.

5.2.7.2 The system shall have text fields for a first name, last name, email address, password, and confirm password.

5.2.7.3 The system shall have a submit button.

5.2.7.4 The system shall create a new user account upon the completion of the text fields and the clicking of the submit button.

5.2.7.5 The system shall have a separate container for logging in.

5.2.7.6 The system shall have a text field for email address and password in the log in container.

5.2.7.7 The system shall have a login button in the login container.

5.2.7.8 The system shall redirect the user to their account after filling in and clicking the appropriate button for login and sign up.

**5.3 Performance Requirements**

This system relies on retrieving and updating a user’s information. Since the system is centered around the individual and not user-to-user interaction, the performance requirements are centered on displaying a user’s information.

**5.3.1 Interface Performance**

5.3.1.1 The Interface shall use pagination for all of its lists (Daily Workout List & Goal List)

**5.4 Environmental Requirements**

Since this project is a web application, it requires a web browser. The project will be focused and tested on Google Chrome and Safari and will be running on Mac OS X version 10.10 or later.

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| Category | Requirement |
| Operating System  Browser  Processor  Graphics | Mac OS X  Google Chrome  Safari  Intel Core i7  Intel HD Graphics 4000 1024 MB |