Updated 11/16/17

Group 2 Requirements

1. The organization’s social media pages (Facebook, Twitter, Instagram) shall be accessible directly without having to leave the domain. The social media feeds will be directly inserted on the sidebar of the home page.
2. A zip code searching tool shall display local fitness facilities (that cater to teens and young adults) from the closest distance to the furthest.
3. It shall be possible for users to create their own accounts. The student user will choose a unique username that is not already in the system. They will also create a password so they have the ability to log into their student user profile. The user will then enter a small amount of personal information to keep connected to the student user profile for those authorized to see. User will then be able to choose subscription type and submit payment (see 6 & 9).
4. The student user shall be able to log into their profile with their registered username and password.
5. The system shall save and archive student user’s progress in the game to be recalled at student user’s discretion. This includes their “points”, objectives completed, etc.
6. The system shall allow student users to pay their subscription fees via Paypal or Square’s payment services. This allows payment information to be stored on their databases rather than our own.
7. The system shall protect all personal information given on student user profiles, allowing only the user to view/change information. The student will be able to restrict information based on their security settings. Ex: Age, location, etc.
8. The system shall be able to differentiate between student users, parent users, and school official users. Students users will have access to participate in the interactive game, search for nearby fitness facilities, and browse services listed by professionals. Parent users will be able to monitor their child’s progress, manage their student’s subscription, search for nearby fitness facilities, and browse services listed by professionals. School official users will be able to monitor students progress that have been authorized for them to view, search for nearby fitness facilities, and browse services listed by professionals.
9. Parents will be able to manage their children’s subscriptions on a family account. A family account will be able to renew or cancel their child’s subscription to the site.
10. Health, fitness and nutrition professionals will be able to register their services on the website. This will be done using the same registration process as a parent, child, or coach. There will be different subscriptions that you can select based on the type of account you want.
11. Parents and children will be able to browse available services listed by health, nutrition and fitness professionals.
12. The website will include an interactive online gaming environment that teaches young athletes about health, fitness, and proper training. (Students will register using a course ID or class ID to be assigned to their respective class/teacher/school/etc. This will also confirm that they are a student.)
13. Server needs storage space to keep all user account information, as well as the application data for the online game environment.
14. Usability should be universally acceptable from any device; whether it’s running a desktop browser (any modern web browser), or from a mobile device, nobody should have an issue accessing this site. A mobile-friendly version of the site will be developed.
15. All users will see a list of featured sponsors on the homepage of the site.
16. Site administrators will be able to update the list of sponsors featured on the website.
17. Sponsors will be sent a link to a page on the site where they can donate money to the program.