EduFit

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| December 7, 2017 | 1.0 | The initial release of the EduFit site | Group 1 |
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Deployment Plan

# Introduction

## Purpose

EduFit is a online game, with an optional subscription service, to promote athletes to continue training all year round to stay in shape. The gaming aspect is handled by a point system, in which students accrue points by completing goals that are displayed on their homepages. These points are linked to their account and their amount of points will also be shown to their teammates so that they are pushed to stay at the top of their team’s leaderboard. In addition, coaches of these students can review their athletes point levels so that they know they their athletes are constantly training. Also, trainers in the vicinity of these schools can list their services in the site so students can find people to help them train. Lastly Administrators of the school can advertise the local sponsors of their school by updating a list that is shown to all of the school’s athletes that are using the site.

## Scope

* Athletes of participating schools
  + Interact with the site by preforming the goals on the site to earn points
  + Message other Users
* Parents of athletes
  + Pay for athlete’s subscriptions
* Coaches of participating schools
  + Monitor the activities his athletes complete
* Administrators of participating schools
  + Manage a list of their school’s top sponsors
* Local trainers near participating schools
  + Listing their services on the EduFit so the athletes can train there

# Deployment Planning

## Responsibilities

These are the responsibilities prior to the deployment of EduFit

Development Team Responsibilities:

* Design the EduFit website prototype
  + Website design
  + Database
  + Scripting
* Connect prototype to a hosting server
* Beta Test the website using the following criteria:
  + Ensure valid responses are input in forms
  + Ensure the site will not crash due to server overload
  + Ensure Messages are sent to the correct recipient.
* Make changes according to beta test result

Customer Responsibilities:

* Review the Training section of this Deployment Plan to understand how to use the site
* Provide administrators with log-in details so they can begin using the site as fast as possible
* Inform local trainers of the site so they can decide if they want to list their services

## Schedule

|  |  |
| --- | --- |
| Action | Date |
| Planning for Deployment | September 7, 2017 - September 14, 2017 |
| Production of Deployment Unit | September 15, 2017 – December 7, 2017 |
| Beta Testing Period | December 7, 2017 – December 10, 2017 |
| Applying enhancements based on beta testing results | December 10, 2017 – December 13, 2017 |
| Deployment of EduFit over the internet | December 14, 2017 |

# Resources

## Facilities

* School building with Internet Access
* Training facilities with Internet Access

## Hardware

Windows Minimum Requirements:

* Operating System: Windows Vista or higher
* Processor: Intel Pentium 4 or higher
* Disk Space: 100 MB
* RAM 128 Mb

Mac Minimum Requirements:

* Operating System: Mac OS 10.5.6 or later
* Processor: Intel Pentium 4 or later
* Disk Space: 100 MB
* RAM: 128 MB

## The Deployment Unit

* The link to the initial EduFit website
* Strype integrated into the site to handle payments for subscriptions

### Support Software

* User Database
* Coach Database
* Administrator Database
* School Database
* Strype
* Adobe Muse

# Training

Signing into EduFit from the homepage:

* User will click their appropriate log-in button and will input their account information in the form that will pop up onto their screen

Registering an account onto the site:

* The user will click create an account on the homepage
* The user will then input the requested information into the form the is displayed on their screen
* The user will then check their email and responded to the confirmation email
* The user will be sent to their account’s home page

Messaging Users:

* The user will log in and click the messaging tab at the top of the screen
* The user will then be site to the messaging page of the app and will then click create new message
* The user will input the email of the intended recipient and will input the body of the message
* Next the user will click send and the message will be sent to the intended recipient

Paying the monthly subscription:

* The parent will log into the students account and will click manage payments
* The parent will input their credit card information in the form provided and click confirm when done
* The Strype payment service will manage and charge the parents credit card when the payment date arrives

Updating Sponsors:

* The Administrator will log in to their account from the home page
* The Administrator will click update sponsors on their home page
* Then the admin will update the list accordingly and click submit
* The database will be updated with information provided