

SPORTROOPS TECHNICAL

Class Diagram : [here](#)

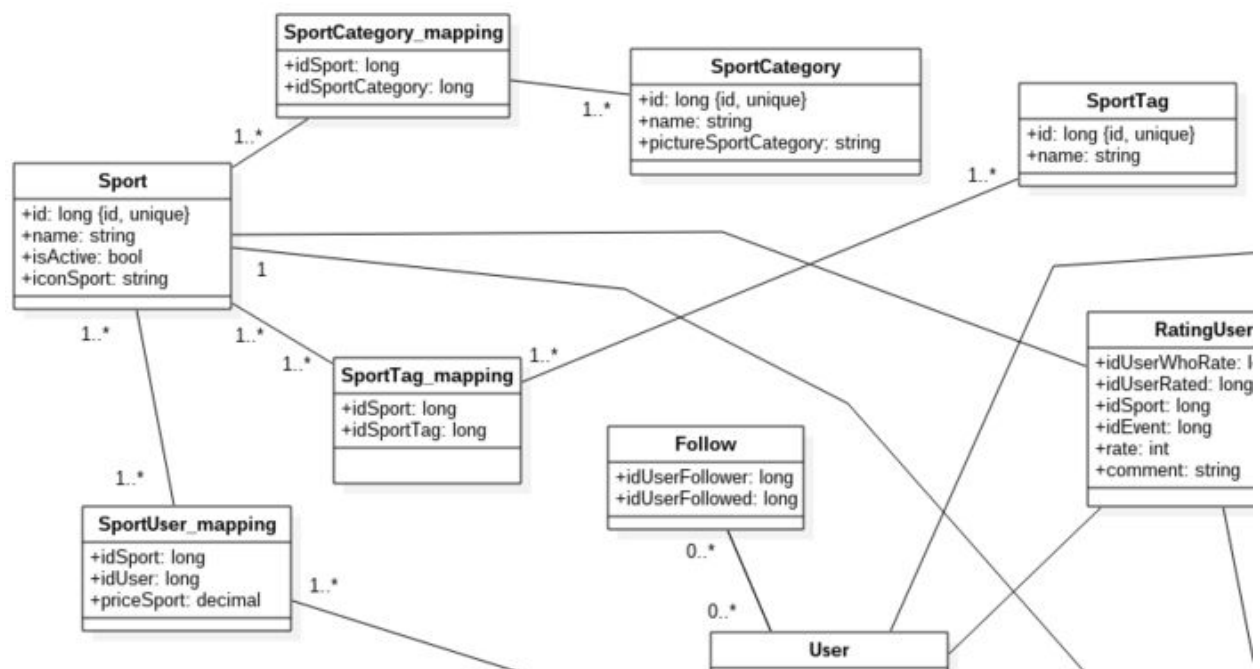
Design of the App : [here](#)

We defined this class diagram according to the needs. It's not fixed and can be adjusted regarding Symfony structure and your inputs. If you have better solution please feel free.

[1] BUNDLE SPORTS

We think we need a bundle SPORTS to manage 3 entities :

- Sport
- SportCategory
- SportTag



- A sport can be in several categories and have several tags
- [Here](#) is the list of sports, categories, tags. **Ready to import** (icons for sports : [here](#))
- In BO, the **Administrator** needs to be able to :
 - Create/delete/edit a new sport
 - Create/delete/edit a new category
 - Create/delete/edit a new tag

[2] BUNDLE USERS

We think we need a bundle USERS to manage several entities.

We will have three types of users :

- **Individual** (Sportrooper) (like you and me), they sign up using the app.
- **Coach** (like professional trainers), they will be created using the BO.
- **Provider** (it's like a fitness center), they will be created using the BO.

surtout

- A coach will have a multi-upload documents in his profile
- A coach will have bankAccount information in his profile (need to be defined)
- In BO, the **Administrator** needs to be able to :
 - Create/delete/edit a new Sportrooper (Individual)
 - Create/delete/edit a new Coach
 - Create/delete/edit a new Provider
- In BO, a **Coach** needs to be able to :
 - Edit his profile fields
 - Edit the Sports he can coach (Add or Remove). When this config is modified (add or remove), it has to send an email to coach@sportroops.com.

Note : You will need to prepare a config file where we can add different admin emails (contact@sportroops.com, coach@sportroops.com, support@sportroops.com, etc ...). No need a config in BO, a config file is OK.

[3] BUNDLE EVENTS

We think we need a bundle EVENTS to manage several entities.

We have 3 different kind of events :

- **Single Event** (Event) is a normal event that anyone can create from APP or from BO. It has a fixed date, a duration, an address etc ...
- **Cyclic Event** is a single event but cyclic, the owner of the event will create multiple recurrences of the same event (example a boxing class every wednesday at 10am). It will be a simple option to change when you create an event through the APP or BO.
- **Open Event** is an event that has no date, no time, no duration. It's a kind of vouchers the user can buy to access a gym center for example. An open Event will have different options that the event owner need to define shen he creates the event. An open event is ONLY created from BO and dedicated to ProviderUser.

A gym center will sell 4 different vouchers for example =>

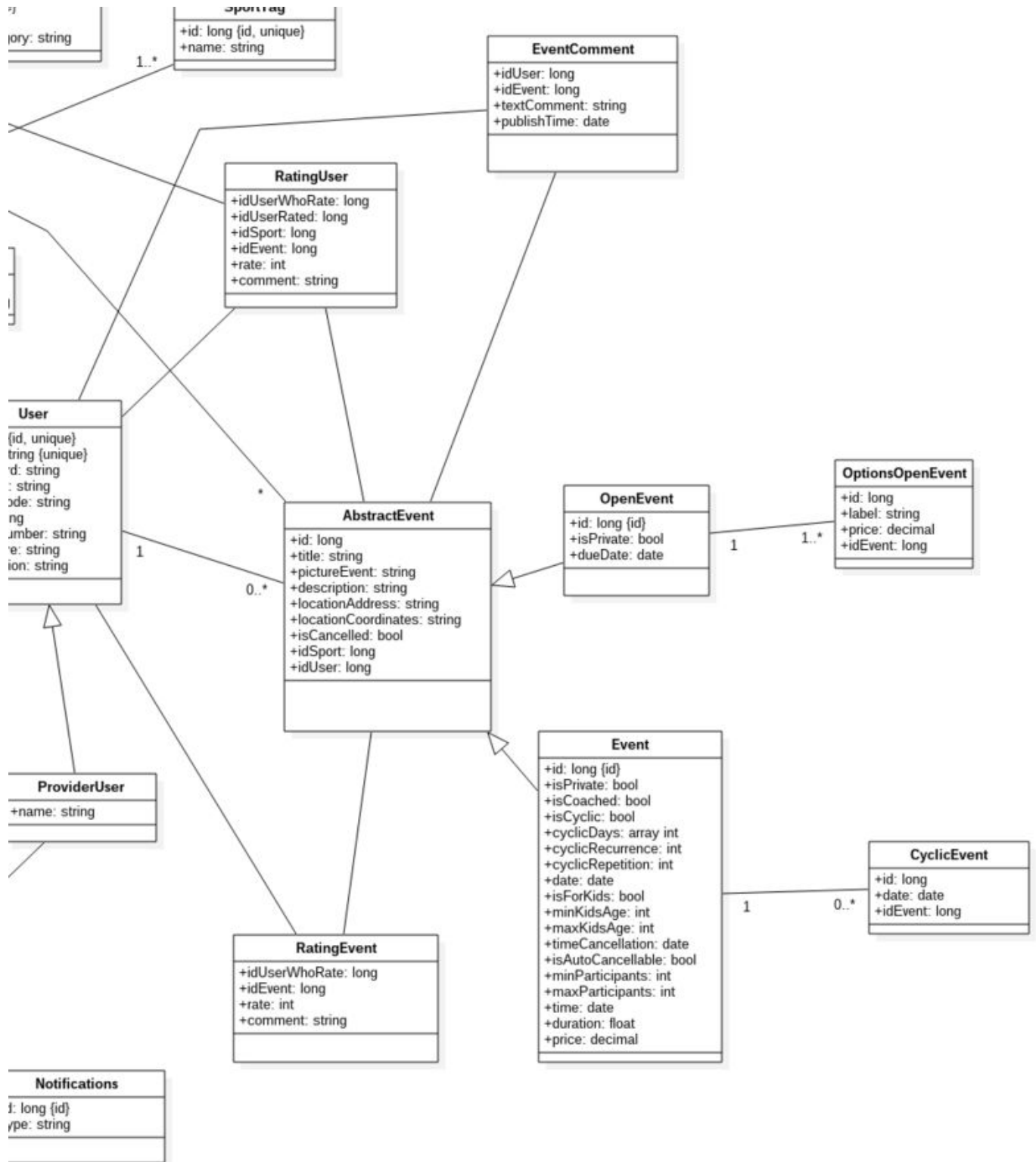
** 5h pass for 30€

** Monthly pass for 100€

** 15 entries for 200€

** etc ..

Options will be defined with : label / price

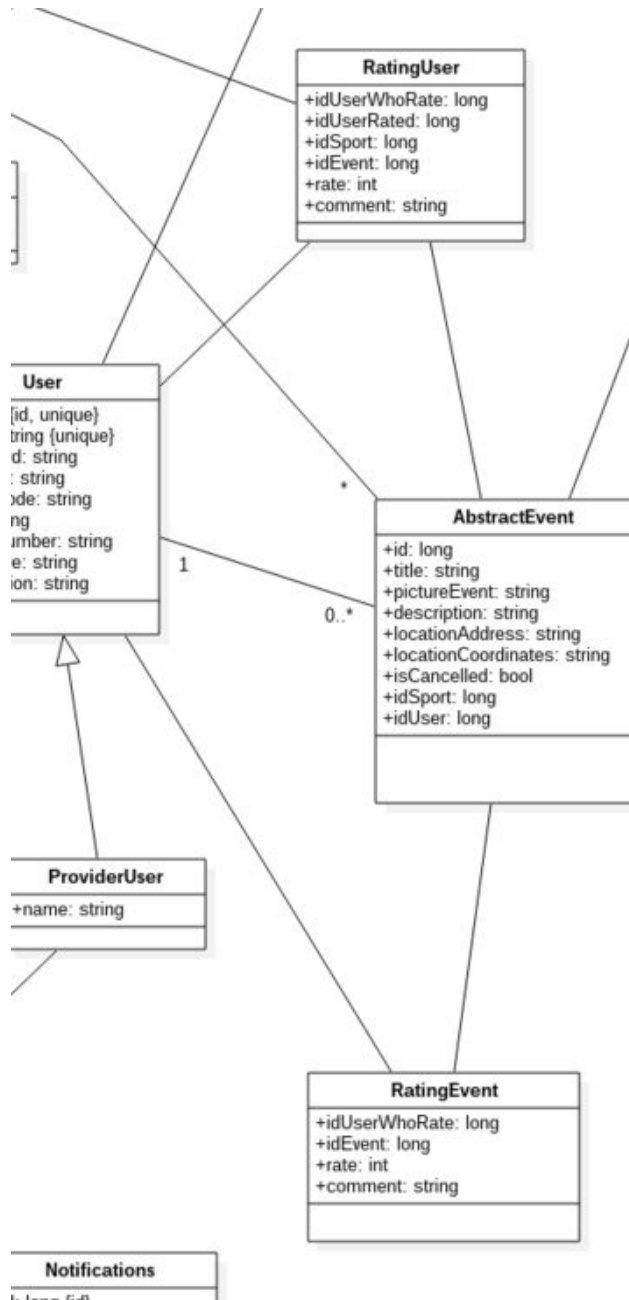


[4] BUNDLE RATING

We think we need a bundle RATING to manage several entities about the rating in the system.

There is 2 different kind of rating :

- An **user rates an event** after participating to this event (rate from 0 to 5) + write a comment
- **A user rates another user** after participating an event with this user (rate from 0 to 5) + write a comment



[5] BUNDLE NOTIFICATIONS

We think we need a bundle NOTIFICATIONS to manage several entities.

There are X different kind of notifications.

NEED TO BE DEFINED

[6] BUNDLE PAYMENTS/INVOICES

NEED TO BE DEFINED

[X] OTHER STUFFS

- All API calls must be secured