**Trainer Organiser Application**

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**Introduction:**

We developed this app for a gym and it’s trainers. It gives the gym the ability to sort membership applications faster and it is a great tool for the trainers to keep their schedules and clients in check.

**Trainer Organiser Requirements Specification**

**1 Introduction**

* 1. Purpose of Document

Describe the requirements for a mobile application that allows a trainer to manage his classes and clients.

* 1. Scope of the Development Project

*Feature 1:*

This software application will be required to keep records of the trainers class schedule for each week. It will allow the trainer to manage clients by adding and removing them from the scheduled class lists. The clients can request to book into or remove themselves from a class. The trainer will then send the client an email confirming booking. The trainer will be required to create a class itinerary for each class. Clients can email the trainer to request to view the class itinerary before the class. After creating the itinerary on the application the trainer can then email it to the clients that have requested it and the current clients already booked into the class.

*Feature 2:*

Prospective clients can request membership by filling out an application form. If the prospective client is suitable e.g. over 13 years of age, no bad credit history with the gym etc. their application will be processed and members can then be added through the app. If the client is a student or has been a member for over 3 years then certain discounts can be applied. The client will then be invoiced and on receipt of payment their membership will be confirmed.

1.3 Definitions, Acronyms, and Abbreviations

GUI Graphical User Interface - the primary output device for displaying the animations, images, diagrams, and textual descriptions of concepts

SRS Software Requirements Specification - the explicit requirements definition used to maintain product consistency during the development process

* 1. User Personas and Characteristics

*Feature 1:*

Trainer: The trainer should be able to view his scheduled classes and client list for each class. The trainer can also check his email through the app and view requests from clients to book into or remove themselves from a class. The trainer can go into the class on the app and add/remove clients from the class list. The trainer will also create a class itinerary prior to each class. This will be emailed to the current class list and any clients who requested to view the itinerary.

Client: The client can request to be added or removed from a class by emailing the trainer. The client will then receive a confirmation from the trainer that there request has been completed or if the class is full. Clients can also request to view the class itinerary before the class.

*Feature 2:*

Prospective client: The prospective clients can request membership from the gym by filling out an application form. If their application is approved it will be processed and they will be invoiced. On the gyms receipt of payment the prospective clients membership will be confirmed.

Trainer: On receipt of an application the trainer must determine if the prospective client is suitable, e.g. no bad credit history with the gym. If the prospective client is suitable the trainer must calculate the membership fee for this client by applying any relevant discounts e.g. discount for students and clients who have been members for over three years. The trainer must then invoice the client. On receipt of payment the trainer will log the client as a member and confirm membership with the client.

1. **User Requirements Definition**

*Feature 2:*

2.1 Creating new members

The user will have the ability to add new members to the system once their applications have been processed and accepted.

*Feature 1:*

2.2 Adding & Removing members to classes

The trainer will be able to use the software to add members to their chosen classes, or remove them from the class if necessary.

*Feature 1 & 2:*

2.3 Contacting the members

The trainer will have the ability to use the software to contact all members if there happens to be a change in the schedule, or just contact one member individually to answer a query or discuss their membership.

1. **System Architecture**

*Feature 1 & 2:*

The product is web accessible and will work with the gyms existing hardware. Since this is a cross-platform solution, dependencies on hardware will be minimal.

1. **Requirements Specification**

4.1 Physical Environment Requirements

*Feature 1 & 2:*

The application is to be deployed to a cloud based application server.

4.2 Interface Requirements

*Feature 1:*

Upon starting the program, the trainer will have the option to view their class schedule, emails and itineraries. The program can be used on a portable device or a pc and requires internet access.

*Feature 2:*

The interface will be required to allow the user to add new members to the system and renew existing members policies. The user will input the member’s details and the system will display the membership fee and have an option to apply a discount if the customer is a student or has been a member for over 3 years. It will have a button to confirm the membership once payment has been received. The interface also has to allow the user to remove members

## Functional requirements

### Introductory Concepts and Graphical Representations

* 1. **Description**

*Feature 1:*  
To provide a user friendly interface with which the gym trainers can use to organise their day.

*Feature 2:*

To provide an easy way for the gym employees to manage member applications and add members to the gym.

*Feature 1&2:*

* 1. **Criticality**  
     High
  2. **Technical issues**  
     Mouse movements and button clicks allow the user to move between program components.
  3. **Cost and schedule**  
     1000€
  4. **Risks**  
     The circumstances under which this requirement might not able to be satisfied relate to cost. Reducing the functionality can be taken to reduce the probability of this occurrence.

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## Documentation requirements

*Feature 1 & 2:*

The user manual shall be stored as online documentation only.

## Data requirements

*Feature 1 & 2:*

Inputs to the software program are accomplished by user mouse clicks. The user will click on the mouse button while viewing the pages and completing tasks.

# System evolution

*Feature 1 & 2:*

The prototype framework can be extended and changed so as to add more functionality in future.