

PROJECT CHARTER

Objective

The application is to allow the management of a gym by gym personnel and allow clients to get subscriptions and sign up for classes online.

Project type: organization

Start date: 6/10/2017

End date: 21/01/2018

Project deliverables

1. design mock-up
2. project management training
3. communication training
4. presentation skills training
5. entrepreneurship training
6. log in functionality
7. sign up functionality
8. trainer management by admin functionality
9. sign up for class functionality
10. add/extend subscription functionality
11. display weekly schedule functionality
12. give feedback functionality
13. class management by admin functionality
14. display trainer page functionality
15. color-code schedule by difficulty functionality
16. display trainer personal classes functionality
17. display personal classes for trainer functionality
18. create/edit schedule for users functionality
19. administrator dashboard
20. client dashboard

Non-objectives

1. hardware-related performance
2. tech support
3. network-related performance
4. server maintenance

Acceptance criteria

- have log in functionality
- have sign up functionality

- gym clients be able to sign up for a class as long as there are free spots
- gym clients be able to add/extend a subscription
- gym administrator be able to manage personal trainer accounts
- users be able to see the weekly schedule
- clients be able to see information about personal trainers and classes
- clients be able to give feedback to trainers
- the application be intuitive and easy to use

Team members

Role	Name
product owner / developer	Delia Dumitru
developer	Denisa Gherghel
developer	Ioana Cotuțiu
developer	Andreea Filipciuc
developer	Nichita Uțiu
developer	Alexandra Docolin
developer	Alexandru Duma
developer / tester	Alexandru Drimba
developer	Lisa Petrușel
developer	Cristian Crăciun
project manager / developer	Iulia Duma

Project milestones

Milestone 1 - 2/10/2017 - 24/11/2017

Task	Start date	End date
create database	16/10/2017	20/10/2017
create design mock-up	15/11/2017	18/11/2017
write project charter	6/11/2017	10/11/2017
implement log in service + controller	21/10/2017	25/10/2017
implement log in form and REST call		
implement sign up service + controller		
implement sign up form and REST call		
create log out button + functionality		
create admin dashboard		
implement class CRUD		
implement frontend for class CRUD + REST calls		
implement schedule CRUD		

Milestone 2 - 24/11/2017 - 8/12/2017

Task	Start date	End date
implement frontend for schedule CRUD + REST calls		

Task	Start date	End date
implement trainer CRUD		
implement frontend for trainer CRUD + REST calls		
create user dashboard		
display weekly schedule		
color-code class difficulty		
implement sign up for class service + controller		

Milestone 3 - 8/12/2017 - 22/12/2017

Task	Start date	End date
implement sign up for class frontend + REST call		
implement subscription CRUD		
implement frontend for subscription CRUD + REST calls		
create trainer feedback option in frontend + REST call		
implement trainer feedback service + controller		
create trainer personal page		
display personal classes for trainer		
implement create/edit schedule for users - service + controller		
implement create/edit schedule frontend + REST calls		

Relationship with other projects or operations that might interfere with the implementation

- bachelor's thesis - each member of the developer team has to prepare their bachelor's thesis in parallel
- course work - each member of the developer team has to prepare their other course assignments in parallel

Stakeholders

Name	Role	Contact information	Requirements	Expectations	Influence
Dan Suci	course teacher	tzutzu@cs.ubbcluj.ro	The project be completed within the deadline; the application to have the required functionalities; every team member to put effort in		high

Name	Role	Contact information	Requirements	Expectations	Influence
Lucian Bălan	mentor	lucian.balan@fortech.ro	Each milestone to be respected; team roles to be respected; to be kept updated	to use an agile approach	high
gym manager	client	-	cost be within the established budget; user-friendly ui (for the personnel to use easily); the application to run optimally; the possibility for an administrator to manage personal trainers; the possibility for users to add or extend a subscription; the possibility for the user to see a weekly schedule with difficulty indicators for each class; the possibility to see information about personal trainers and courses and give feedback; the possibility for a user to sign up for a course if there is a free spot	the application to bring in more clients; the application to run without errors the gym management to be enhanced	high

Name	Role	Contact information	Requirements	Expectations	Influence
gym personnel	application users			the application to be easy to use; the application to run without errors; the application to run optimally	low
gym clients	application users			application to be easy to use; the application to run without errors; the application to run optimally	moderate
Vlad Panut	trainer	vlad.panut@fortech.ro		to attend the workshops; to be involved; to not disturb the activities	low
Delia Oprean	trainer	opreandelia@yahoo.com		to attend the workshops; to be involved; to not disturb the activities	low
Delia Dumitru	product owner / developer	deliaedumitru@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Alexandru Duma	developer	alexandru.d.thcr@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Alexandru Drimba	developer	drimba.alex@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Alexandra Docolin	developer	aly_docolin@yahoo.com		feedback from the mentor; clear tasks; communication with the product owner	high

Name	Role	Contact information	Requirements	Expectations	Influence
Andreea Filipciuc	developer	filipciucandreeaa@yahoo.com		feedback from the mentor; clear tasks; communication with the product owner	high
Cristian Crăciun	developer	craciun.cristian.sighet@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Denisa Gherghel	developer	ghergheldenisa@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Ioana Cotuțiu	developer	ioanacotutiu31@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Iulia Duma	project manager / developer	iulia.duma@yahoo.com		feedback from the mentor; clear tasks; communication with the product owner	high
Lisa Petrușel	developer	petrusel.lisa@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high
Nichita Uțiu	developer	nikita.utiu@gmail.com		feedback from the mentor; clear tasks; communication with the product owner	high

Initial risks

- unclear requirements
- miscommunication with the mentor
- bad planning