**Gym Management System**

**System Design Specification (SDS)**

**Version 1.0**

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1. Document Change Log

|  |  |  |  |
| --- | --- | --- | --- |
| ***Change Date*** | ***Changed By*** | ***Version*** | ***Change Description*** |
| *2018/4/22* | *Zhenghao Wu* | *1.0* | *Prepared Document* |
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1. Design Overview
2. Purpose:

* The purpose of this system is to provide an online platform for customers to make appointment with the coach and at the time they want. First customers need to ask staffs to create accounts for them, after requiring their account, they can make recharges through the Internet via WeChat Pay or Alipay, or they can recharge on the counter. Once it’s confirmed, staffs will help in modifying the quota. Customers are able to make appointments online and search for coaches’ information.

1. Target customers:

* Our system is made to help in reducing customers’ time waste and make staffs manage the gymnasium in an efficient way. Also it provide a platform for coaches to show their strengths.

1. Aim:

* To help in reducing customers’ time waste while making appointments and to provide a platform for them to gain coaches’ information.
* To manage the gymnasiums in an efficient way.

1. Tools and Standards

## Tools

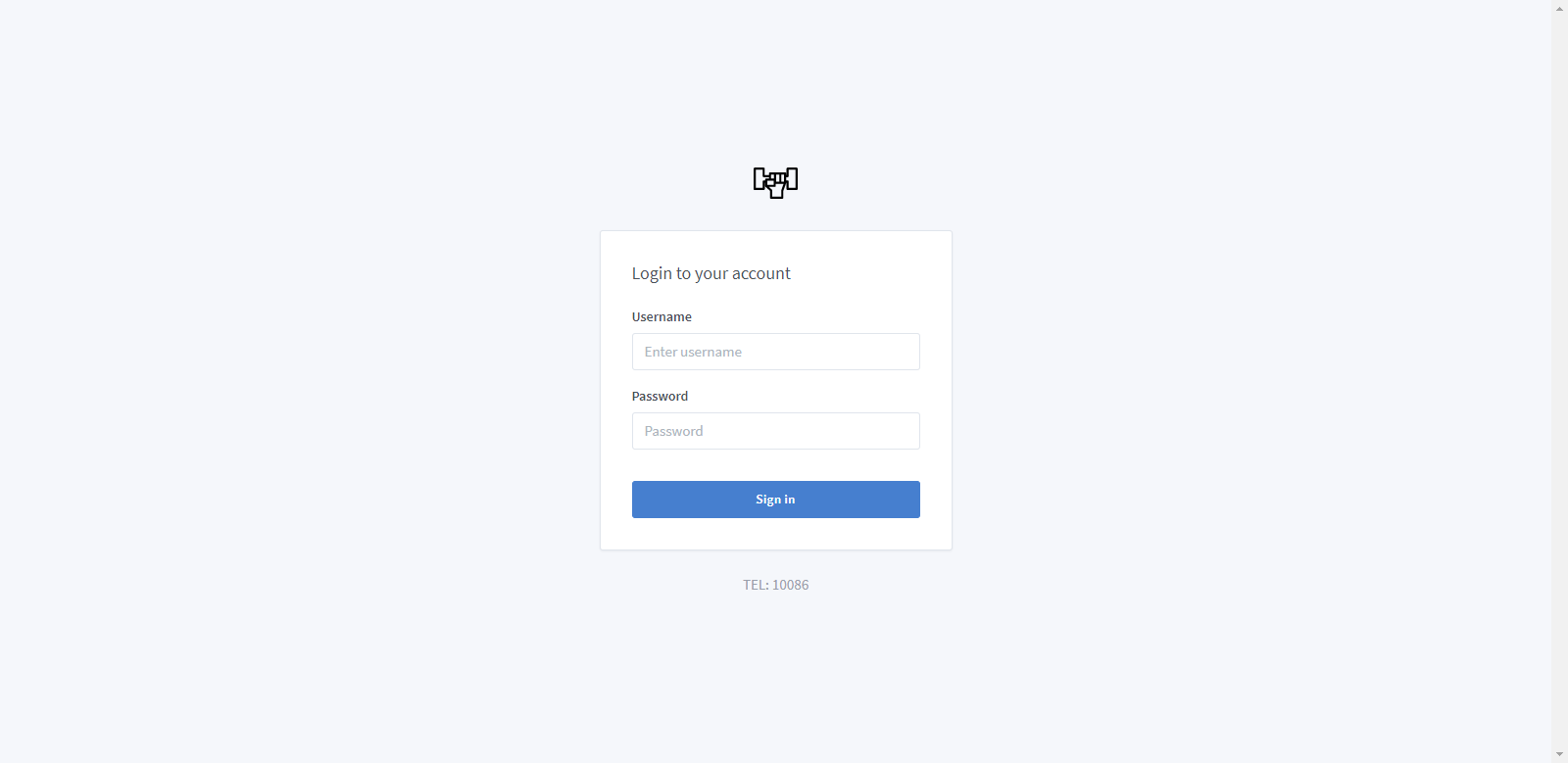
* HTML 5
* CSS 3
* JavaScript
* jQuery
* Bootstrap 4.1
* Tabler 0.0.32
* Python 3.6
* Django 2.0
* MySQL/Maria DB

## Standards

* Testing on latest stable version of Google Chrome browser (66.0.3359.117 (64-bit) or later) and Mozilla Firefox browser (59.0.2 (64-bit) or later), no longer support IE 8 / IE 9.
* Using HTML5 Standard.
* Using UTF-8 encoding Standard.

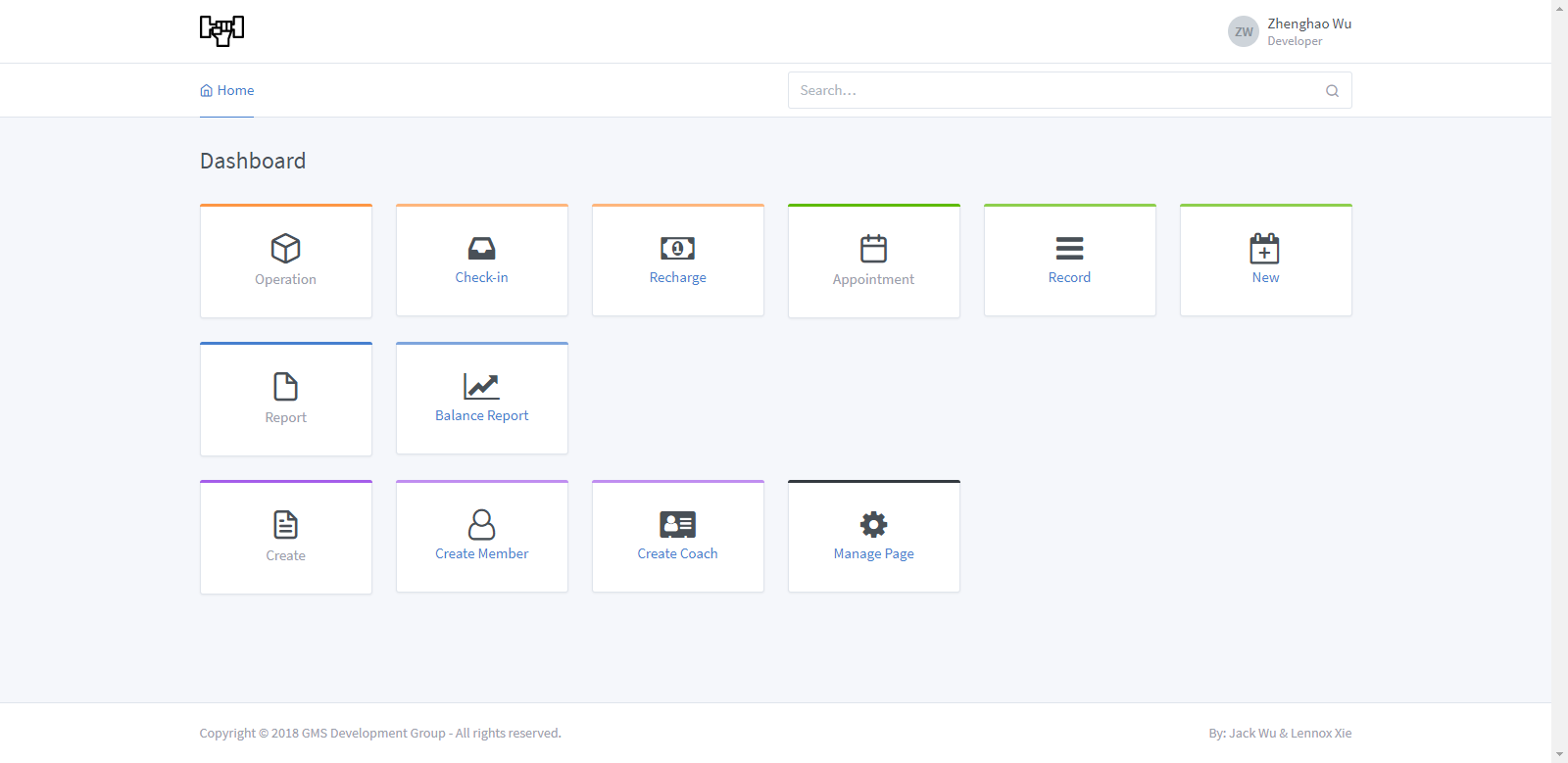
1. User Interface Design

## Login Page

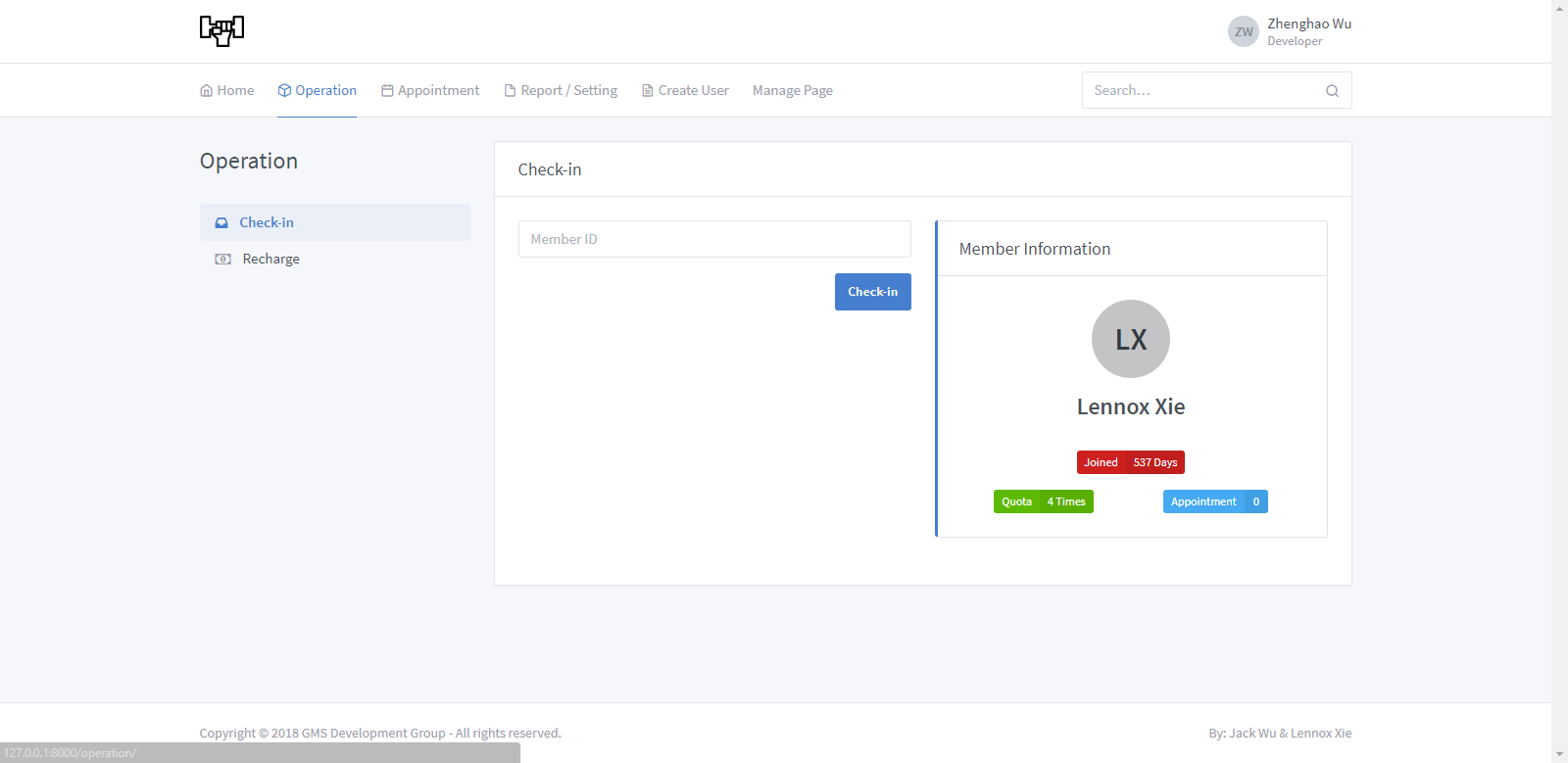


*<Put screen images here to describe each usage scenario step by step. Name each screen Figure-n and use this name in your description. Under each screen, write a paragraph to explain the objects and the actions on that screen. The purpose is to make the reader understand what is on the screen, and what will happen when any action is taken on the screen.>*

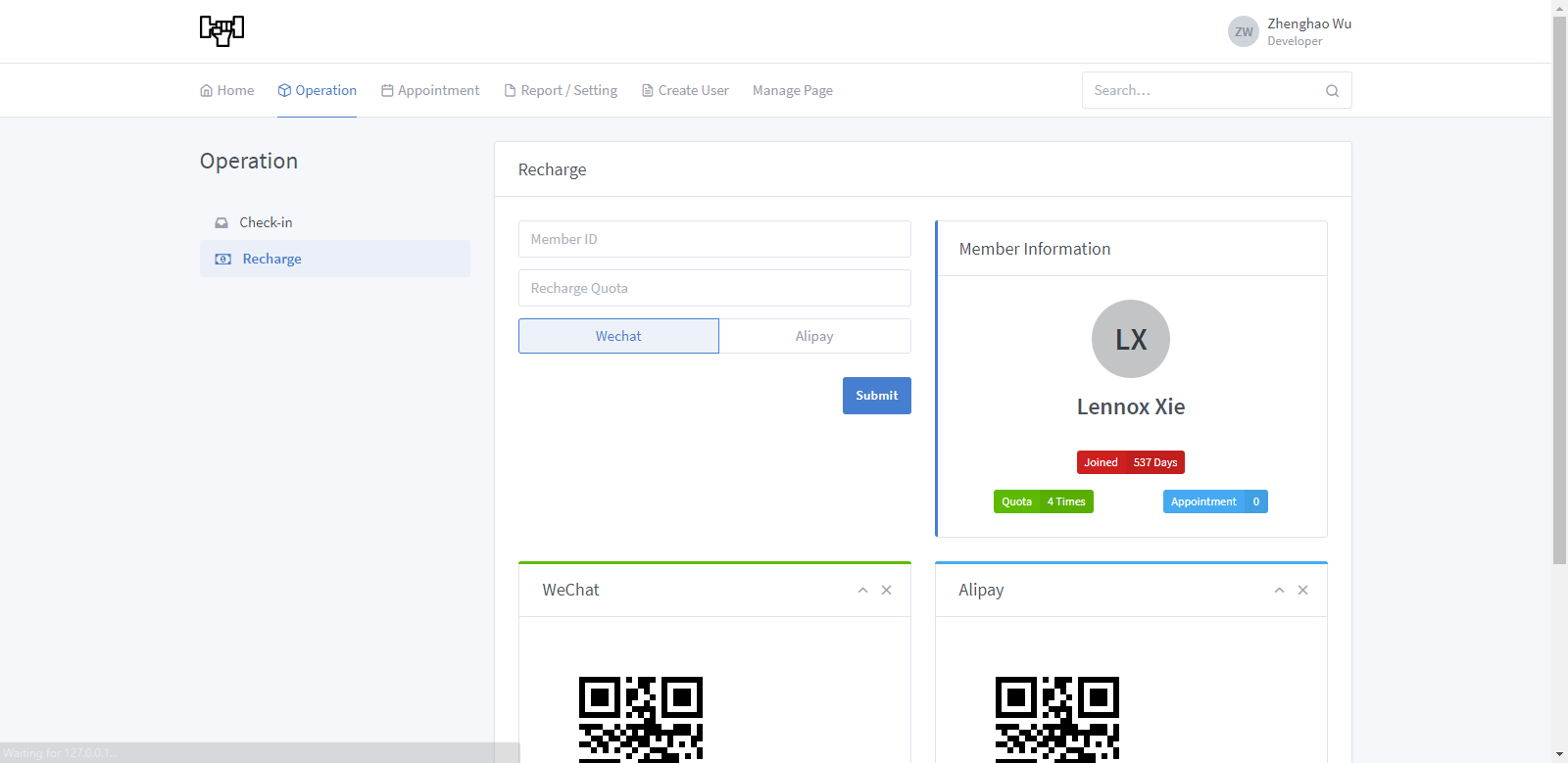
## Dashboard



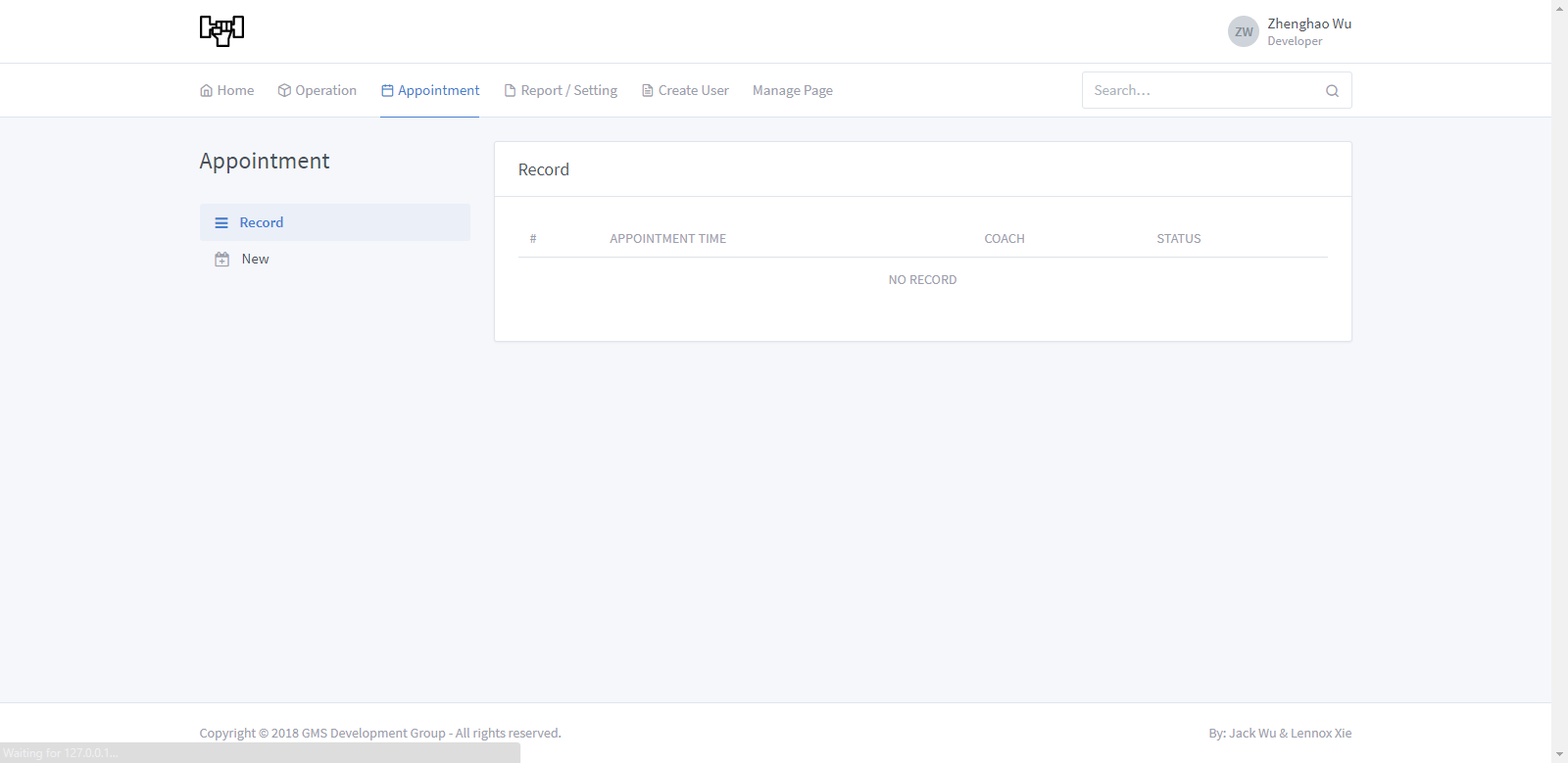
## Check-in



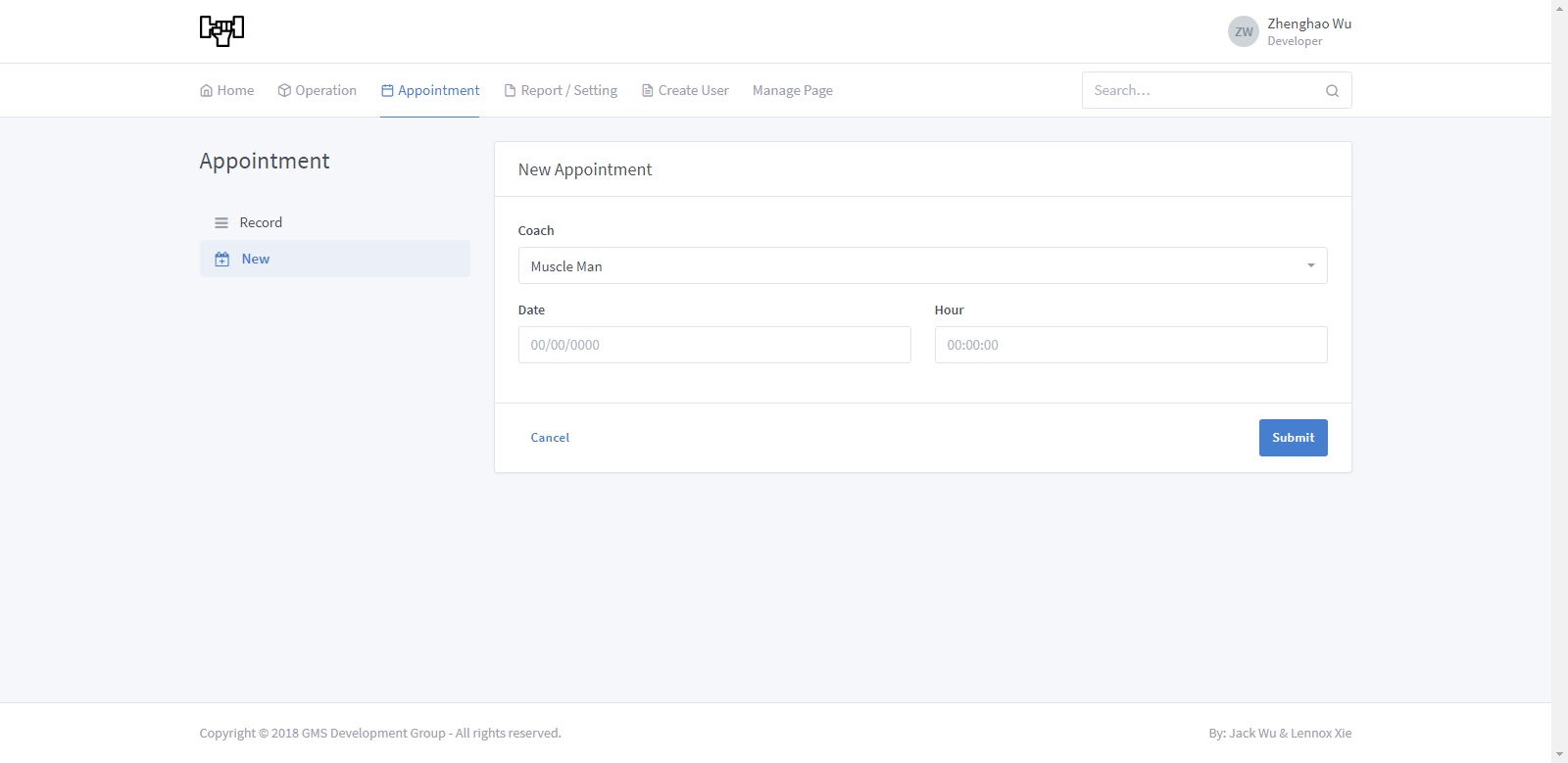
## Recharge



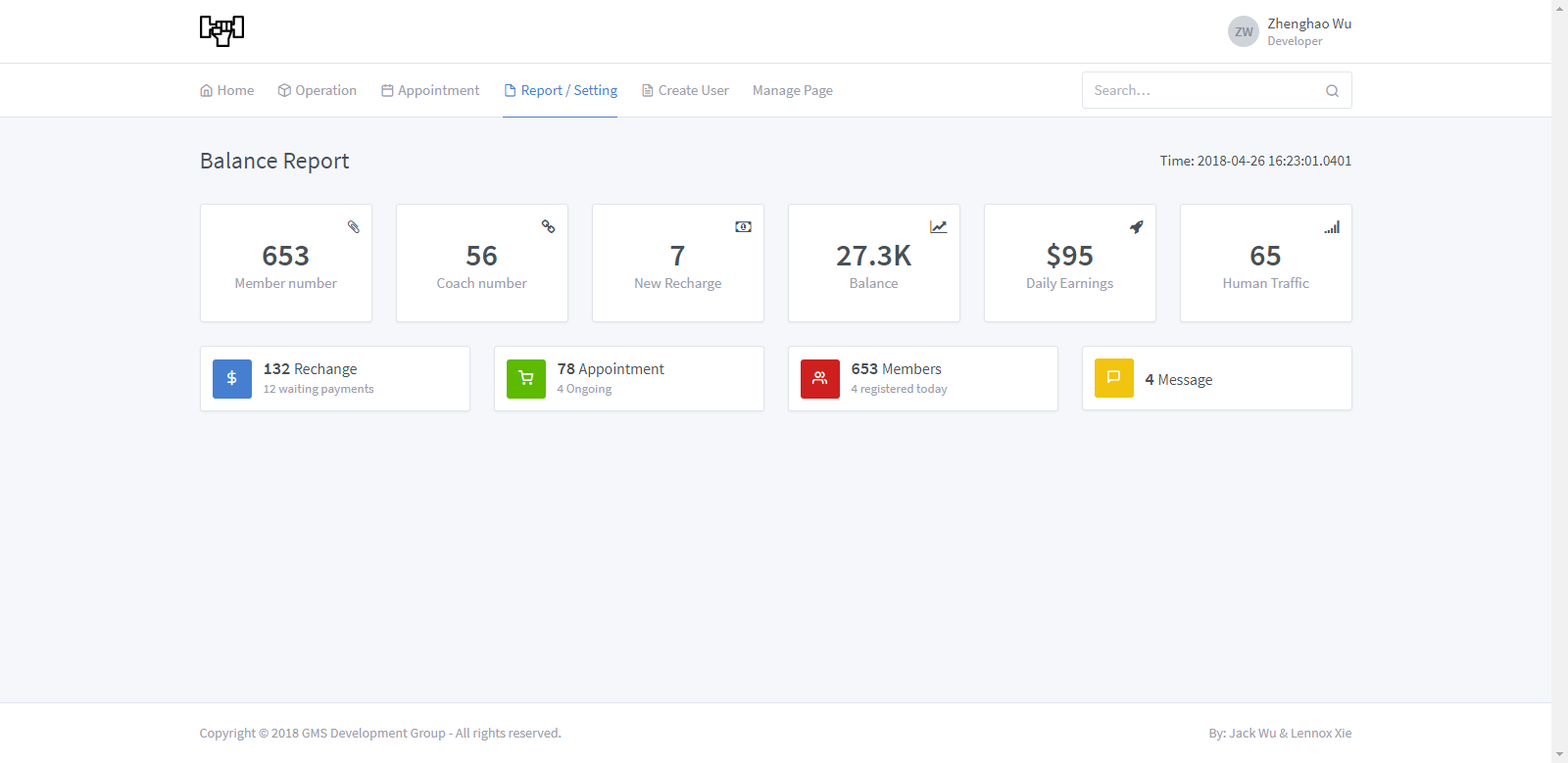
## Record



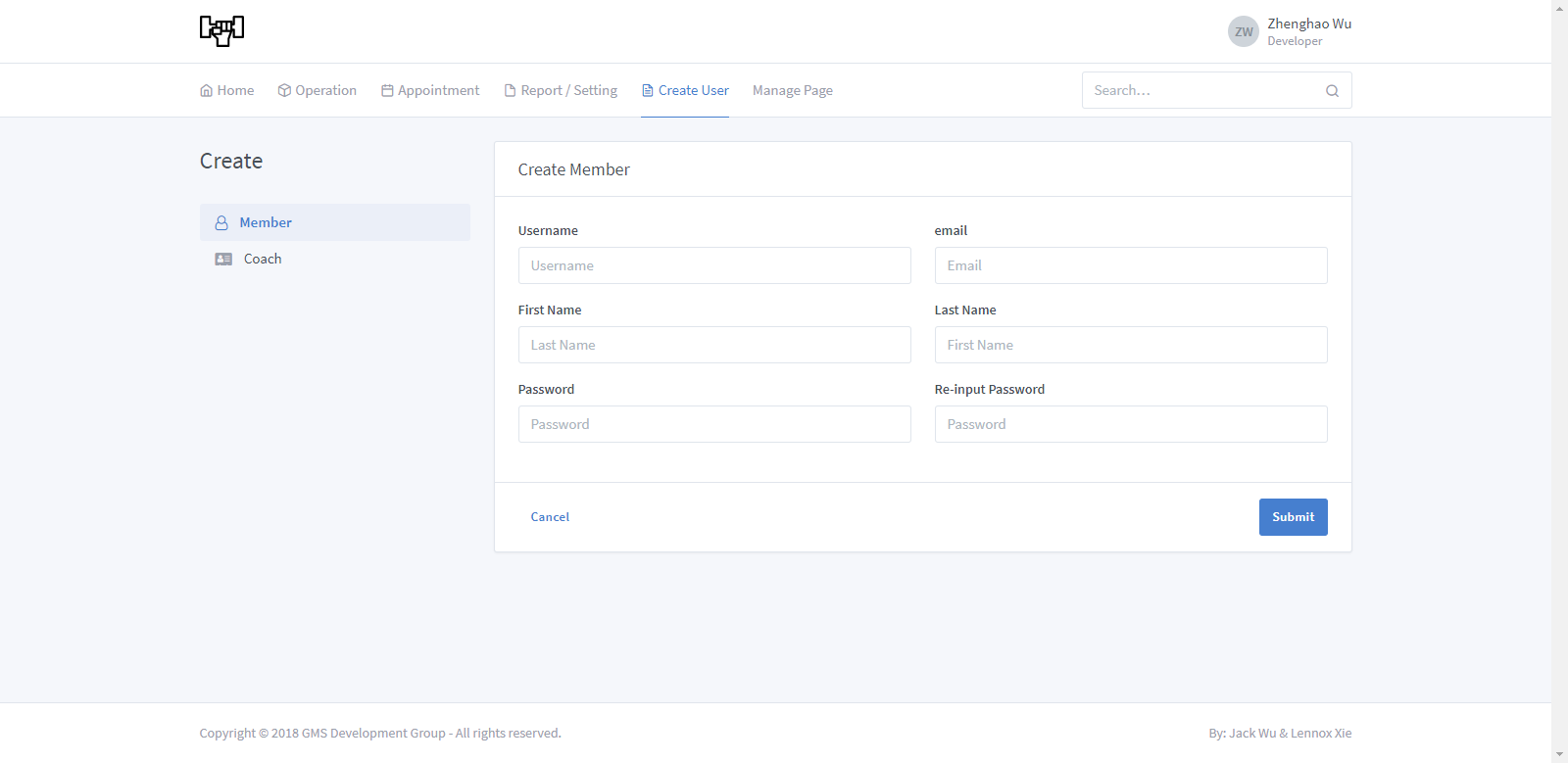
## Make New Appointment



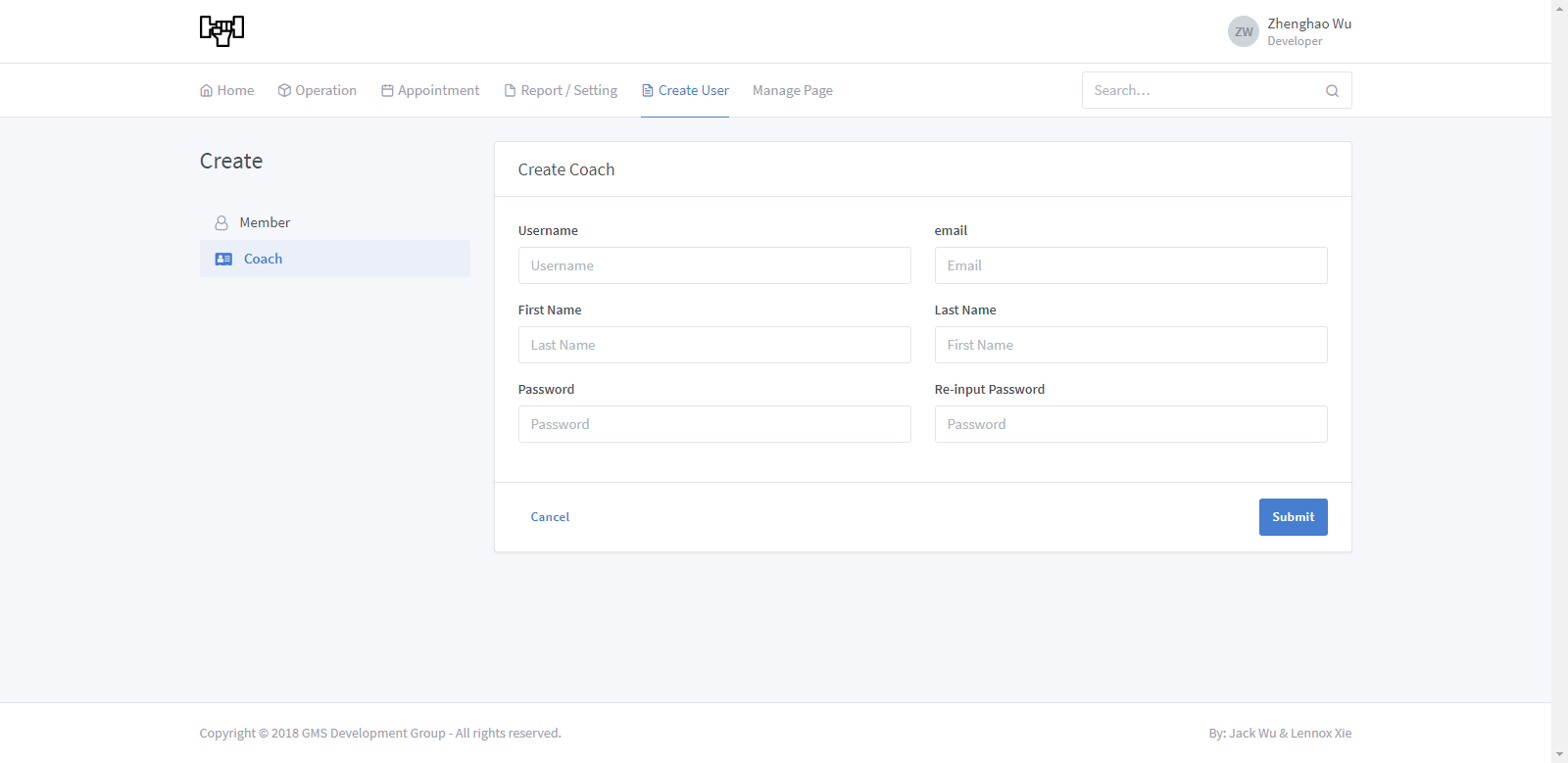
## Balance Report



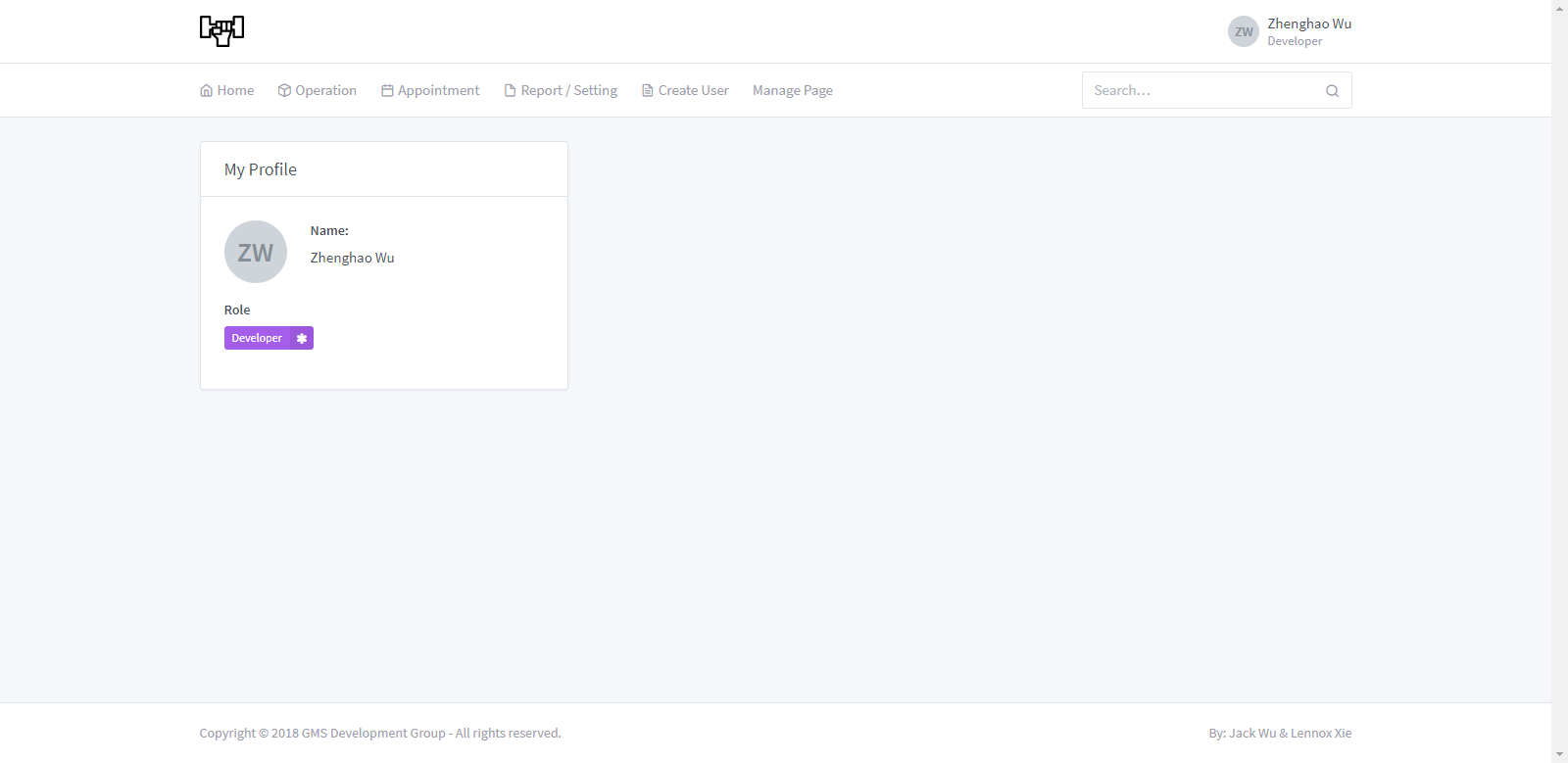
## Create Member



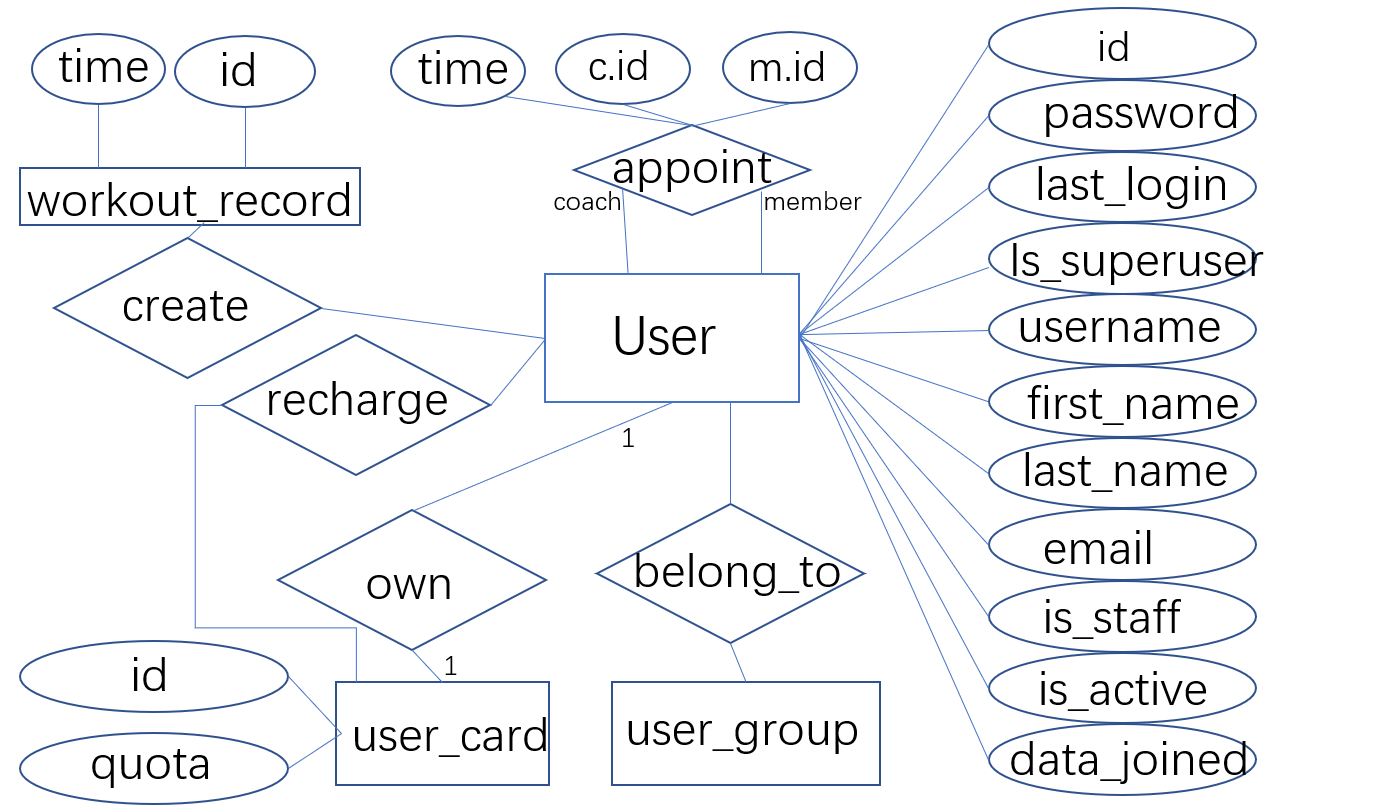
## Create Coach



## User Info



1. Database Design



1. Diagrams

*<C Programming course: Control Flow diagram; Java and Workshop II: Class Diagram>*