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**Interação Pessoa-Máquina**

**2022/2023**

**Project title**

Stage n: 1

Project’s logo

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# Problem Description

A gym has opened nearby the FCT campus and has gained many members. João is one of the members. To better manage his time, João wants to go to gym when its not full, but he doesn’t know the gym occupancy. João wants to get fit, but he doesn’t have an easy way to communicate with his personal trainer. When he is not with his personal trainer, João does random exercises that he saw online because he doesn’t have an exercise routine. João likes to play volleyball with his friends, but he doesn’t like to stay in the queue in the reception to make a reservation for the volleyball field.

Other gym members also face the difficulties above mentioned and other kinds of issues concerning their fitness life, as such, our project is to mitigate and end those problems, so that, the gym members can experience the gym at its greatest.

# Target Users

The target users of our application are the people who are enrolled in the gym.

# Project Goal

The goal of our project is to provide the gym members with a user friendly and intuitive mobile application that can help them manage fitness routine and better their gym experience.

# Project Competition