

MOVEMENT NATION PROJECT



January 26, 2025

Capstone Project 2

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EXECUTIVE SUMMARY

Movement Nation 2020 Pty Ltd is a Dance Studio located in Sydney Australia. The dance studio has a website that manages the class bookings and information regarding the students and dance coaches. The studio currently faces manual process and reliance on their existing platform and other third-party platforms which lead to inefficiencies, misinformation and bad user experience. Furthermore, the studio is facing challenges in app performance, user authentication records, class credits and studio management tools.

The proposed mobile application for Movement Nation Dance Studio addresses these challenges. It provides solutions for managing class bookings, communication and user experience. Through the implementation of agile scrum methodology and user-centric design approach, the project will be divided into sprints to meet the needs of both users and admins. The project is expected to be completed at the end of January 2025.

This document will outline the proposal for designing and developing an all-in-one platform for Movement Nation Dance Studio. The app aims to enhance user experience, improve business operations, and drive business growth.

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GROUP ASSIGNMENT COVERSHEET

Subject Code & Name: ICT729 Capstone Project 2

Lecturer's/Tutor's name: Dr. Ali Braytee

Assignment Title: Assessment 2: Project Implementation

Declaration

(This declaration must be completed by all students in the group or the assignment will not be marked.)

We, the undersigned, certify the following:

- We have read and understood the *Student Academic Misconduct Policy*.
- This assignment is our own work based on our personal study and or research.
- We have acknowledged all material and sources used in the preparation of this assignment including any material generated in the course of our employment.
- **The assignment has not previously been submitted for assessment in this or any other unit.**
- We have not copied in part or in whole or otherwise plagiarised the work of other students.
- We have read and understand the criteria used for assessment.
- The assignment is within the word and page limits specified in the unit outline.
- The use of any material in this assignment does not infringe the intellectual property / copyright of a third party.
- We understand that this assignment may undergo electronic detection for plagiarism, and an anonymous copy of the assignment may be retained on the database and used to make comparisons with other assignments in future.
- By completing this coversheet in full and submitting this assignment electronically, we are bound by the conditions of the KOI's *Student Academic Misconduct Policy* and the declaration on this coversheet.

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1.0. INTRODUCTION

Movement Nation 2020 Pty Ltd is a Dance Studio located in Sydney Australia. The dance studio has a website that manages the class bookings and information regarding the students and dance coaches. The studio currently faces manual process and reliance on their existing platform and other third-party platforms which lead to inefficiencies, misinformation and bad user experience. Furthermore, the studio is facing challenges in app performance, user authentication records, class credits and studio management tools.

The proposed mobile application for Movement Nation Dance Studio addresses these challenges. It provides solutions for managing class bookings, communication and user experience. Through the implementation of agile scrum methodology and user-centric design approach, the project will be divided into sprints to meet the needs of both users and admins. The project is expected to be completed at the end of January 2025.

The documentation and codes for this project is compiled in a google drive and you can find the link here:

https://docs.google.com/document/d/1B1JMZs_YcXOSUAdzTjjCAAa40OneZo8r5xAM-Uaizhs/edit?usp=drive_link

2.0. PROJECT REQUIREMENTS

2.1. Gathered and Validated Requirements

These are the list of requirements and documents that have been signed-off by the client, Movement Nation, and the project team, LBT1-1 from Capstone 1 to Capstone 2.

Document	Details	Communication Method	Date Signed
Initial Proposal	Detailed goals, requirements for the application and problems in the existing platform.	Phone call & Email	July 11, 2024
Client Meeting	Specific questions relevant to the project made by the group and answered by the client.	Email	July 29, 2024
Project Supervision Agreement	Contract made by KOI for this specific project.	Email	July 29, 2024
Branding	Branding of Movement Nation such as logos, graphics and design elements relevant to the project	Email	Aug 1, 2024
User Testing	The prototype of the application was presented to the client.	Email	Aug 19, 2024 Aug 26, 2024
Project Implementation Kick-off	Updated the client about the timeline and schedule of the project.	Phone call & in person	Nov 30, 2024
Project Requirements Review	Updated the timeline and the project requirements based on practicality and client changes.	Phone call & in person	Nov 11, 2024
Project Review	Client changes on the requirements, mainly on the in-app messaging. Client also saw the progress of the project.	In person	Dec 2, 2024

Project Deployment Plan	Clients will update the team about their technicalities and financial budget for the mobile application in terms of deployment.	Phone call	Dec 17, 2024
Project Presentation	The team will present to the client with the finished product.	Google meet	Jan 17, 2025

Table 2-1. Requirements Sign-off

2.2. Problem and Solution

Movement Nation Dance Studio is aiming to have a good booking experience, an easier way for the dance coaches to manage their students per class and to schedule their dance classes per week. Last July 29, 2024, a client meeting was held and the team found solutions to address these problems. Furthermore, these are the challenges they are facing and the solutions are as follows:

Problems	Description	Solutions
Slow system performance	Users experience delays and frustration while using their existing website.	By optimizing system performance it will improve load times and responsiveness.
Inaccurate package purchases	Users can purchase packages without meeting eligibility criteria and users can avail these packages without tracking or having a record if the package is used or not.	Implement verification process for package purchases.
Manual booking cancellation	Manual cancellation processes and credits are time consuming and can cause human errors along the way.	Create automated systems for cancellations and credits.
Payment Tracking	Manual recording of payment can cause a lot of errors	Adding payment automation, payment tracking and recording of payment data.

Table 2-2. Problems and Solutions

2.3. Requirements and Features

Table 2-3 lists the requirements for both users and administrators based on the provided requirements and expectations of the client and problems that are meant to be solved. The importance and priority of each requirement are also ranked for each functionality.

Functionality	Features	Importance	Priority
User Management	Register	Must have	High
	Login	Must have	High
	Profile Management	Must have	Medium
	Preferences	Nice to have	Low
	Forgot Password	Must have	Medium
Personalized Dashboard	Customizable dashboard with relevant information	Nice to have	Medium
Studio Hire Management	Booking studio space for private sessions or external coaches	Must have	High
Class Booking	Booking options	Must have	High
	Package deals	Must have	High
	Payment	Must have	High
	Cancellation	Must have	High
Course Management	Registration	Must have	Medium
	Payment	Must have	Medium
	Progress Tracking	Must have	Medium

Membership Management	Renewal	Nice to have	Low
	Benefits	Nice to have	Low
	Cancellation	Nice to have	Low
Gamification	Points	Nice to have	Low
	Badge	Nice to have	Low
	Rewards for user engagement	Nice to have	Low
Payment Processing	Secure in-app payments for services	Must have	High
Media Gallery	Uploading Images/Videos of classes and events	Must have	Medium
	Downloading Images/Videos of classes and events	Must have	Medium
Communication	In-app chat	Nice to have	Medium
	Ratings	Nice to have	Low
For Administration			
Studio Management Tool	Managing schedule	Must have	High
	Coaches	Must have	High
	Attendance	Must have	High
	Finances	Must have	High

Generate Report	Revenue	Must have	High
	Recurring customers	Must have	High
	New customers	Must have	High
	Customer retention	Must have	High
Performance Expectations			
Fast loading times	Users should experience minimal delays when accessing different pages or features.	Must have	High
Responsiveness	The application should react quickly to user input and avoid lag or freezing.	Must have	High
Reliability	The application should be stable and avoid frequent crashes or errors	Must have	Medium
Scalability	The application should be able to handle increasing user loads and data volumes.	Must have	Medium
Security	User data and transactions should be protected from unauthorized access.	Must have	High

Table 2-3. Requirements and Features

2.4. Resources

In meeting the specific goals and needs of the project, the team will use different tools and technologies in building the project design and development. Table 2-4 is a list of the following tools, expectations and other specific details, including but not limited to:

Project Type	IOS Mobile Application Development
Project Management	Agile Methodology
Project Usage	Commercial Use
Licensing	Open-Source Tools and Libraries

Prototype	IOS version
Prototype Tool	Figma
Mobile Development	Flutter (Dart Language)
Database	Firebase
Development Platform	VS Code, XCode
Version Control System	Github
Server-Side Development	Firebase, Node

Table 2-4. Resources

2.5. Objectives

The main objective of the mobile application for Movement Nation Dance Studio is to design and develop an all-in-one platform for Movement Nation Dance Studio.

The objectives are represented in a more generalised form as follows:

1. The app aims to enhance the user experience and eliminate manual bookings of their services such as booking a class, hiring a studio and enrolling in a course.
2. The app aims to enhance business operations and maximise the use of the mobile application.
3. The implementation of the mobile application will focus on minimum viable product or MVP of the consumer mobile application. This application will only focus and prioritise on developing its main features.
4. The development will only limit the implementation to an IOS version of the application.

-
5. The development used is Flutter, a cross platform, that will benefit the company for any future expansion and new ideas in innovating the mobile application.

2.6. Scope and Limitation

For our Dance Studio Application for Movement Nation, we aim to limit and focus only on the consumer's MVP or Minimum Viable Product. This will prioritize features that will benefit our target market and mainly to simply book a weekly dance class. Other features will be available for viewing but not as detailed as the proposed design.

The target market of the project are all ages and genders who are interested in dancing, aspiring dancers and dance enthusiasts. The primary target audience of this product are the dance enthusiasts across Sydney, Australia. The conducted survey will also cater its target market to justify our research and the mobile application's purpose.

The scope of development will include class booking, creating account, log in to new and existing users and a secure payment method. The development software that will be used are mainly visual studio with the use of flutter, dart language and the team will use firebase for the database. This is limited to IOS users and soon will develop its Android version, which is why the use of flutter are beneficial to future development. Xcode simulator will be used for testing the application. To guarantee the users' privacy and security, the team will implement security measures such as encryption and user authentication protocols. In the future deployment or launch of the application, downloading the application will be limited to Australia only as the studios are only located in the country.

With the project timeline, the team aims to finish the project by the end of January 2025. Practically speaking, the whole project development team needs more

members to finish the whole project. Which is why the scope of the product requirement is limited to its main service as the development team is only three people. The estimated project timeline is based on the team's practical capabilities and knowledge and based on the client's expectations. The team is dedicated to finishing the project needs and motivated to learn and develop a mobile application.

2.7. Project Definition for Agile Methodology

The Agile Methodology approach is seen as the natural approach for developing mobile applications. Movement Nation Project will use Agile Methodology to complete the project, where the project's development cycle is broken down into smaller iterations to maintain the project schedule and minimize risks.

Table 2-5 summarises the project definition of agile methodology that outlines the project vision, mission and success criteria of a mobile application development for Movement Nation Dance Studio.

Project Definition for Agile Methodology	
Project Name	Dance Studio Booking and Management Application
Company Name	Movement Nation 2020 Pty Ltd
Project Vision	<ul style="list-style-type: none">• To let the users browse, manage and book their dance classes and memberships• To inform the users about their schedule in their dance classes through notifications.• To promote a secured experience for all stakeholders.
Project Mission	Develop a mobile application with a system of booking management and class scheduling.
Project Success Criteria	<ul style="list-style-type: none">• Highly improved engagement and communication all throughout the dance community of Movement Nation.• Successful completion of the project within the specified 7-month timeline• Low error-rates, positive user feedback and high usage rate by the dancers, dance coaches and the administrator of the studio.

Table 2-5 Project Definition for Agile Methodology

3.0. USE OF PROJECT MANAGEMENT TOOLS AND VERSION CONTROLS

In this section, the team has a summary of the tools and version controls that's been part of the project management and task monitoring. Furthermore, these tools are important for the team to be in sync with the project, communication, design, documentation and requirements.

3.1. Communication Tools

3.1.1. WhatsApp

The use of WhatsApp for communication is important for announcements and daily communication. The team is more active in this application, the reason why the team chose WhatsApp as a tool for communication.

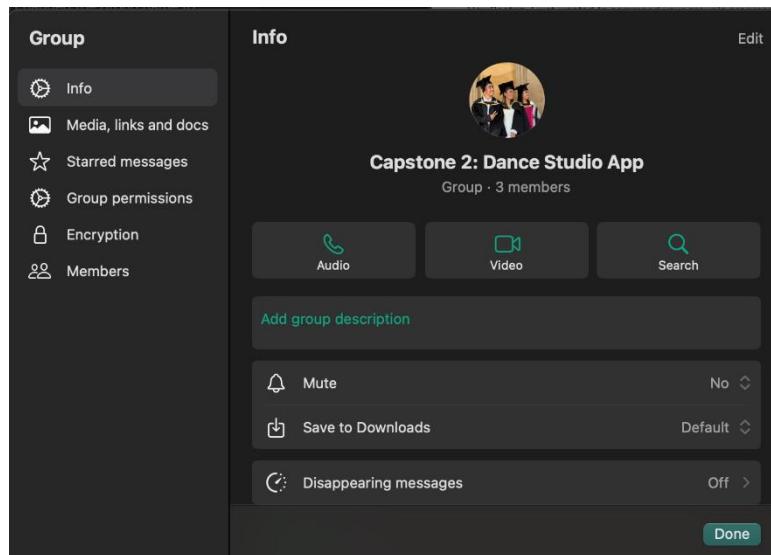


Figure 3-1. WhatsApp Communication

3.2. Project Management Tools

3.2.1. Google Spreadsheet

Google Spreadsheet is one of the tools we used for project management. We used Google Spreadsheet for our project planning like Gantt

chart and more. We used it as a tool to track our progress and to organize our documentations.

No	Tasks	Located	Final Files	Status	Who	Description/Notes
1	1 Introduction	Capstone 2: Assessment 1	1 Introduction and 2 Project Requirements	We have this		
3	2 Project Requirements					
4	2.1 Gathered and Validated Requirements	Capstone 1: Final paper		On-going		
5	2.2 Problem and Solution	Capstone 1: Final paper		We have this		
6	2.3 Requirements and Features	Capstone 1: Final paper		We have this		
7	2.4 Resources	Capstone 1: Final paper		We have this		
8	2.5 Objectives	Capstone 2: Assessment 1		We have this		
9	2.6 Scope and Limitation	New		We have this		
10	2.7 Project Definition for Agile Methodology	Capstone 1: Final paper		We have this		
11	3 Use of Project Management Tools and Version Controls					All done!! The highlighted items are for you to change, thank youuu John Benny AUSTRIA
12	3.1 Communication					
13	3.2 Project Management	File is here	3 Use of Project Management Tools and Version Controls	Rewritten	Bea	
14	3.3 Documentation					
15	4 Project Planning					
16	4.1 Project Gant Chart			We have this		
17	4.2 Milestone	File is here		We have this		
18	4.3 Work Breakdown Structure			We have this		
19	5 Implementation					
20	5.1 Prototype Design	Capstone 2: Assessment 1		We have this		
21	5.2 Final Application	New				
22	6 Evaluation of Strategy and Plan	New	Choosing an evaluation Method	On-going	Bea	
23	7 Analysis Result					
24	7.1 Identify Problem	New				
25	7.2 Understand the Problem	New				
26	7.3 Collect Data	New			Benny	

Figure 3-2. Google Spreadsheets

3.2.2. Trello

To track the progress of our development, we used Trello. Trello is free and accessible to everyone involved in the project. Each Sprint we managed to create tickets and assigned it to a team member. Everyone in the team is aligned and in sync in terms of the progress of the development and using Trello has a big impact on the progression of the project.

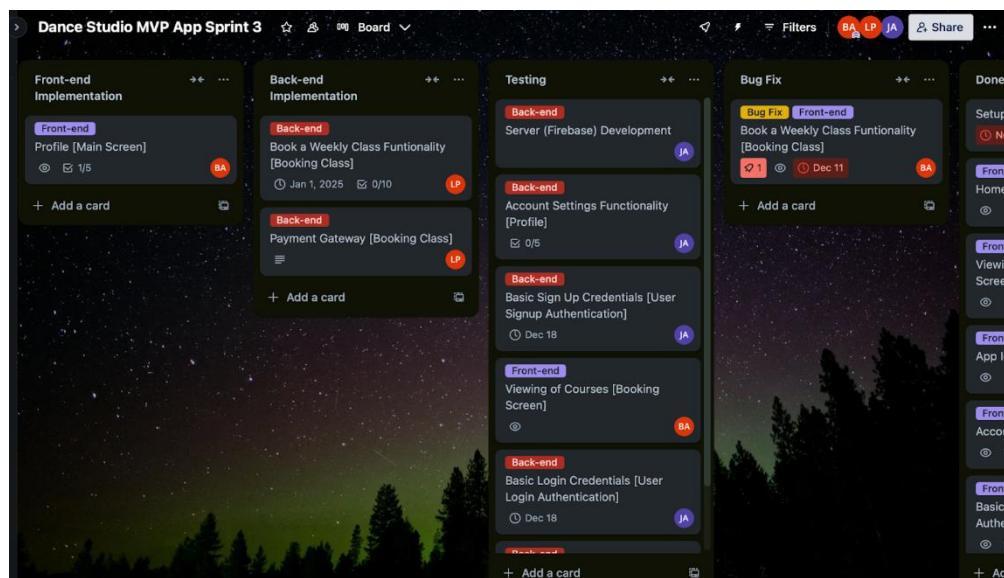
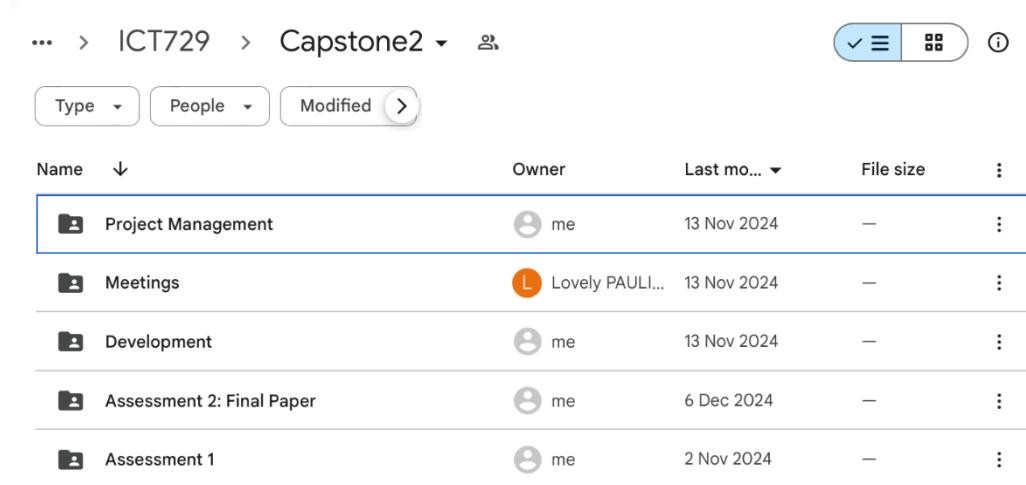


Figure 3-3. Trello

3.3. Documentation Tools

3.3.1. Google Drive

Google Drive is a file management system that helps the team keep the documents organized. We managed to categorise the files we have and placed it in folders, in this way the team knows where to find important documents.



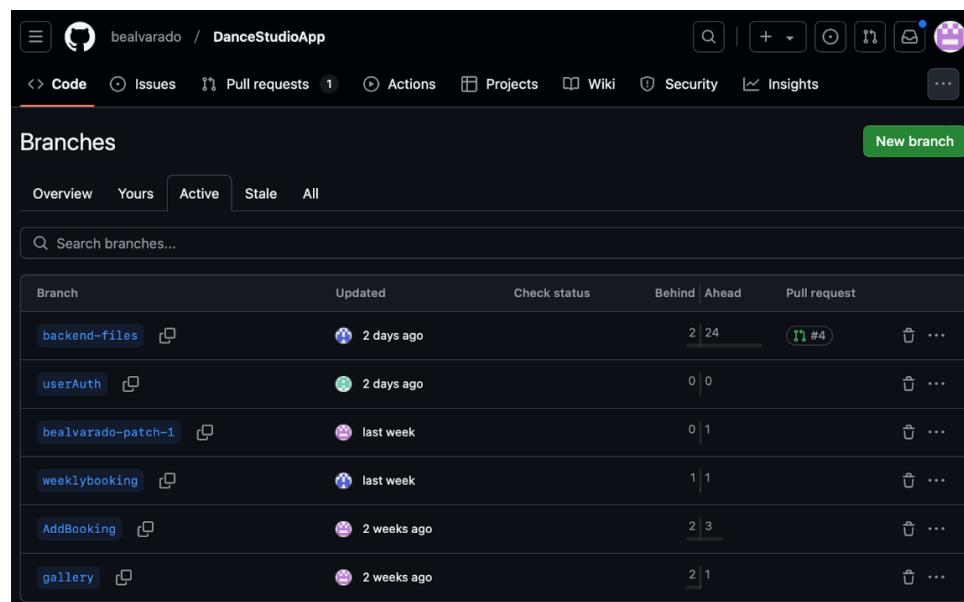
The screenshot shows a Google Drive interface. At the top, there's a navigation bar with 'ICT729' and 'Capstone2'. Below it are filters for 'Type', 'People', and 'Modified'. The main area displays a list of files and folders:

Name	Owner	Last modified	File size	More
Project Management	me	13 Nov 2024	—	⋮
Meetings	Lovely PAULI...	13 Nov 2024	—	⋮
Development	me	13 Nov 2024	—	⋮
Assessment 2: Final Paper	me	6 Dec 2024	—	⋮
Assessment 1	me	2 Nov 2024	—	⋮

Figure 3-4. Google Drive

3.3.2. GitHub

GitHub is a collaborative tool to keep our codes organized and updated. As the team works remotely, GitHub helps the team to see the updates on the code.



The screenshot shows a GitHub repository named 'bealvarado / DanceStudioApp'. The 'Code' tab is selected. The main area displays a list of branches:

Branch	Updated	Check status	Behind	Ahead	Pull request	More
backend-files	2 days ago		2	24	#4	...
userAuth	2 days ago		0	0		...
bealvarado-patch-1	last week		0	1		...
weeklybooking	last week		1	1		...
AddBooking	2 weeks ago		2	3		...
gallery	2 weeks ago		2	1		...

Figure 3-5. GitHub

3.3.3. Figma

Figma is a designing tool we used to create our user interface designs, prototypes and all materials for creating the mobile app. This is where we get the assets and components that are needed in developing the mobile application.

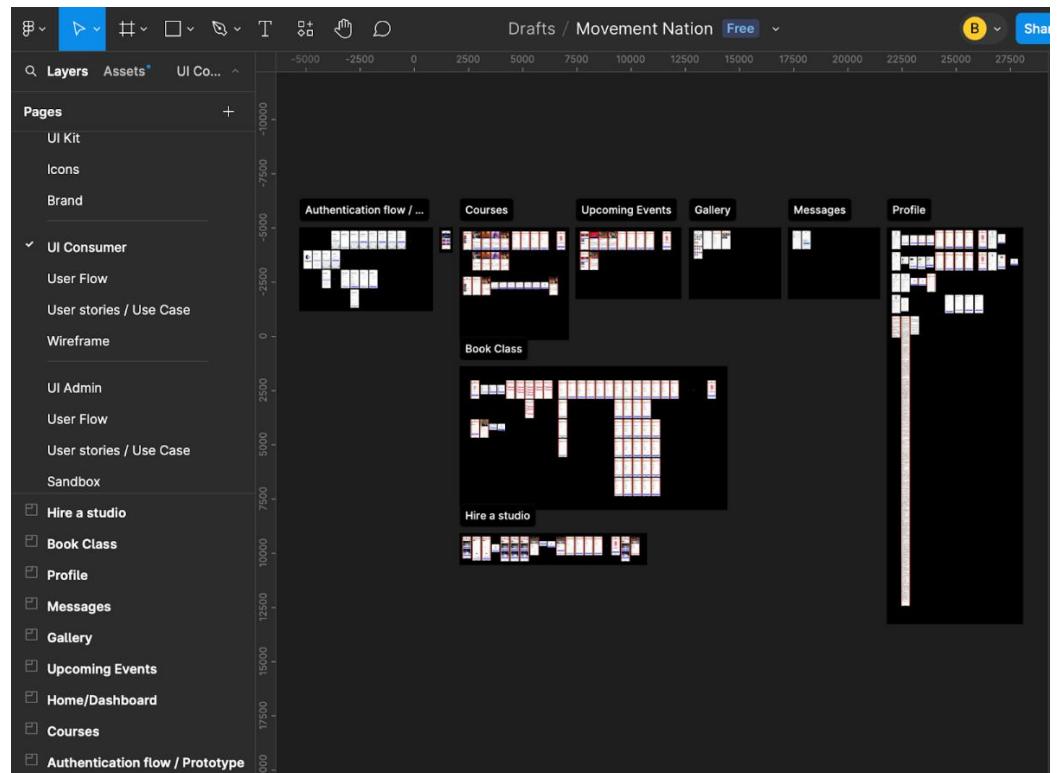


Figure 3-6. Figma

3.3.4. Firebase

Firebase is a software that we used for our backend, server and database. Firebase is a free tool to explore which is why this has been a tool of choice. It's a powerful platform to build and develop mobile applications.

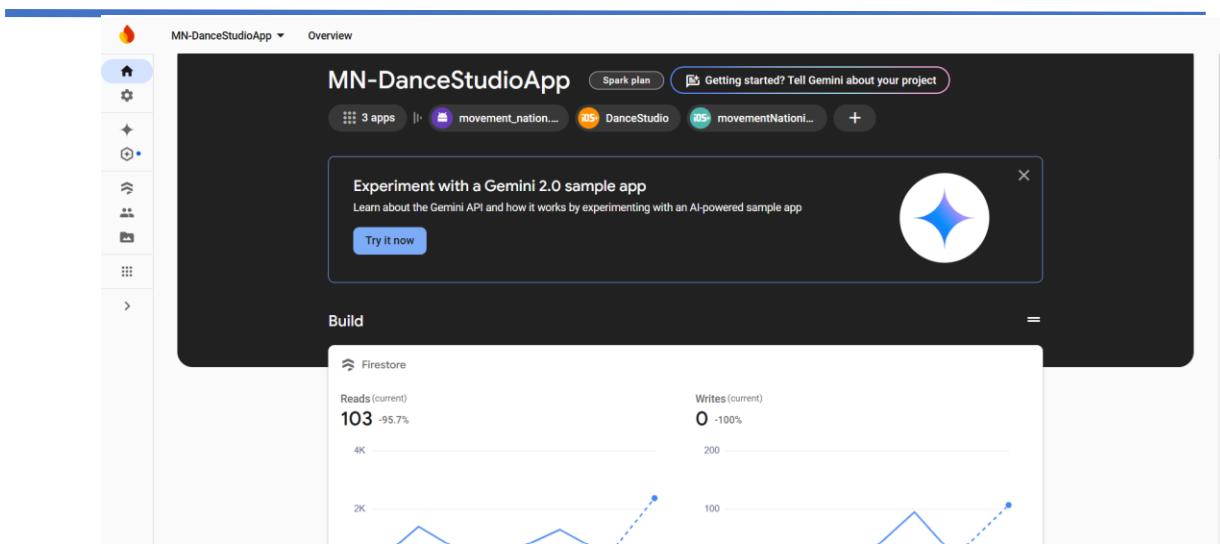


Figure 3-7. Firebase

4.0. PROJECT PLANNING

4.1. Project Milestone

Our team estimated a 180-day timeline (90 days per semester) to accomplish all the requirements agreed between us and the client. This period will cover each phase of the project which focuses mainly on its technical side. Additionally, this duration also includes the preparation and finalization of documents and reports for the mobile application project.

To efficiently manage this timeline, we have divided the task based on each member's expertise or have some knowledge on. This strategy allows each member to focus on the areas they can contribute effectively which is beneficial in meeting the project deadlines and quality output.

In total, we have eleven sprints (six in Capstone 1 and five in Capstone 2) that were strategically planned in accordance with our project complexity and features.

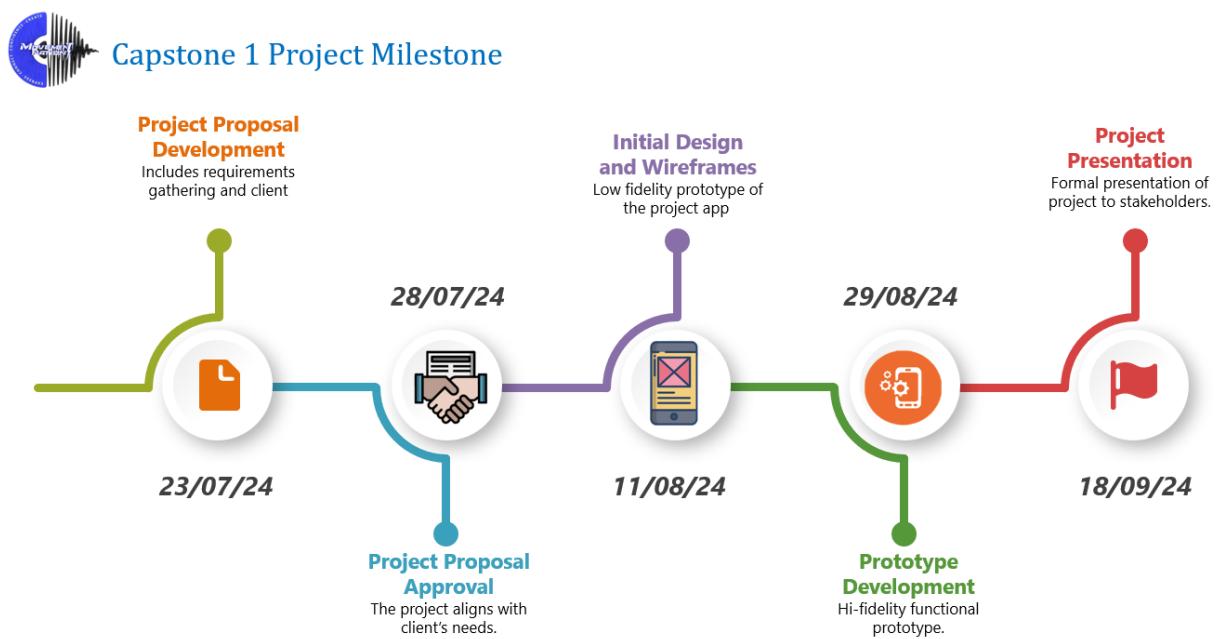


Figure 4-1. Capstone 1 Project Milestone T224



Capstone 2 Project Milestone

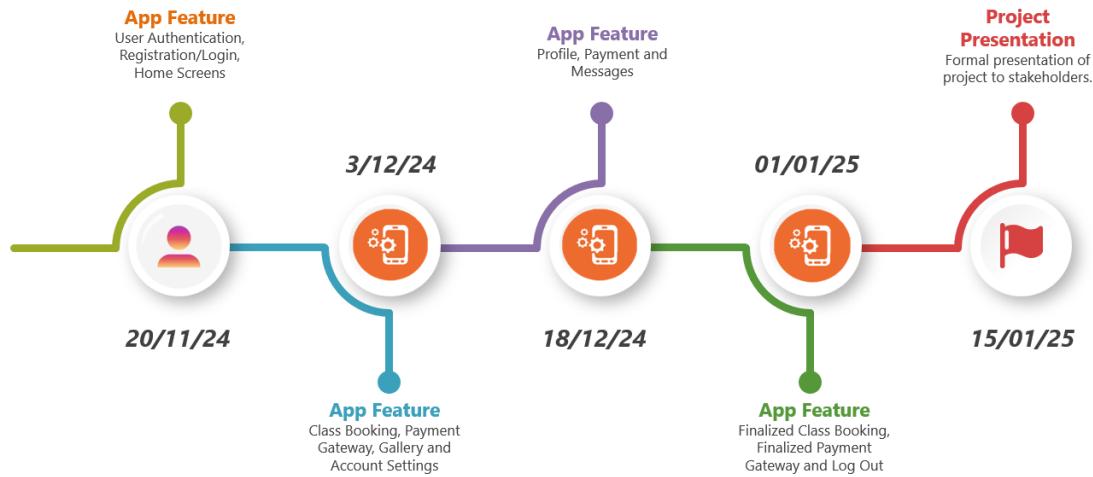


Figure 4-2. Capstone 2 Project Milestone T324

4.2. Work Breakdown Structure

The mobile application project work breakdown structure for Capstone 2 T324 is divided into four phases and these are: Development, Testing and Quality Assurance, Deployment, and Maintenance and Support.

Level 1: Project Phases						
Phase	Description	Deliverables	Responsible	Dependencies	Duration	
Development (1.0)						
1.1	Front-end Development	Front-end Code	Front-end Developer		60 Days	
1.2	Back-end Development	Back-end Code	Back-end Developer		60 Days	
1.3	Database Development	Database	Database Developer	1.1, 1.2	30 Days	
1.4	Unit Testing	Unit Test Reports	QA Engineer	1.1, 1.2, 1.3	5 Days	
Testing and Quality Assurance (2.0)						
2.1	Integration Testing	Integration Test Reports	QA Engineer	1.4	5 Days	
2.2	System Testing	System Test Reports	QA Engineer	2.1	5 Days	
2.3	User Acceptance Testing	UAT Test Reports	QA Lead	2.2	5 Days	
Deployment (3.0)						
3.1	Prepare for Release	Release Notes	DevOps Team	2.3	TBA	
3.2	Publish on App Stores	Deployed Application	DevOps Team	3.1	TBA	
Maintenance and Support (4.0)						
4.1	Develop Maintenance Plan	Maintenance Plan	DevOps Team	3.1	TBA	
4.2	Develop Support Documentation		DevOps Team		TBA	

Table 4-1. Work Breakdown Structure

4.3. Gantt Chart

The following Gantt Charts demonstrates the detailed planning of the completed and upcoming tasks for the mobile application.

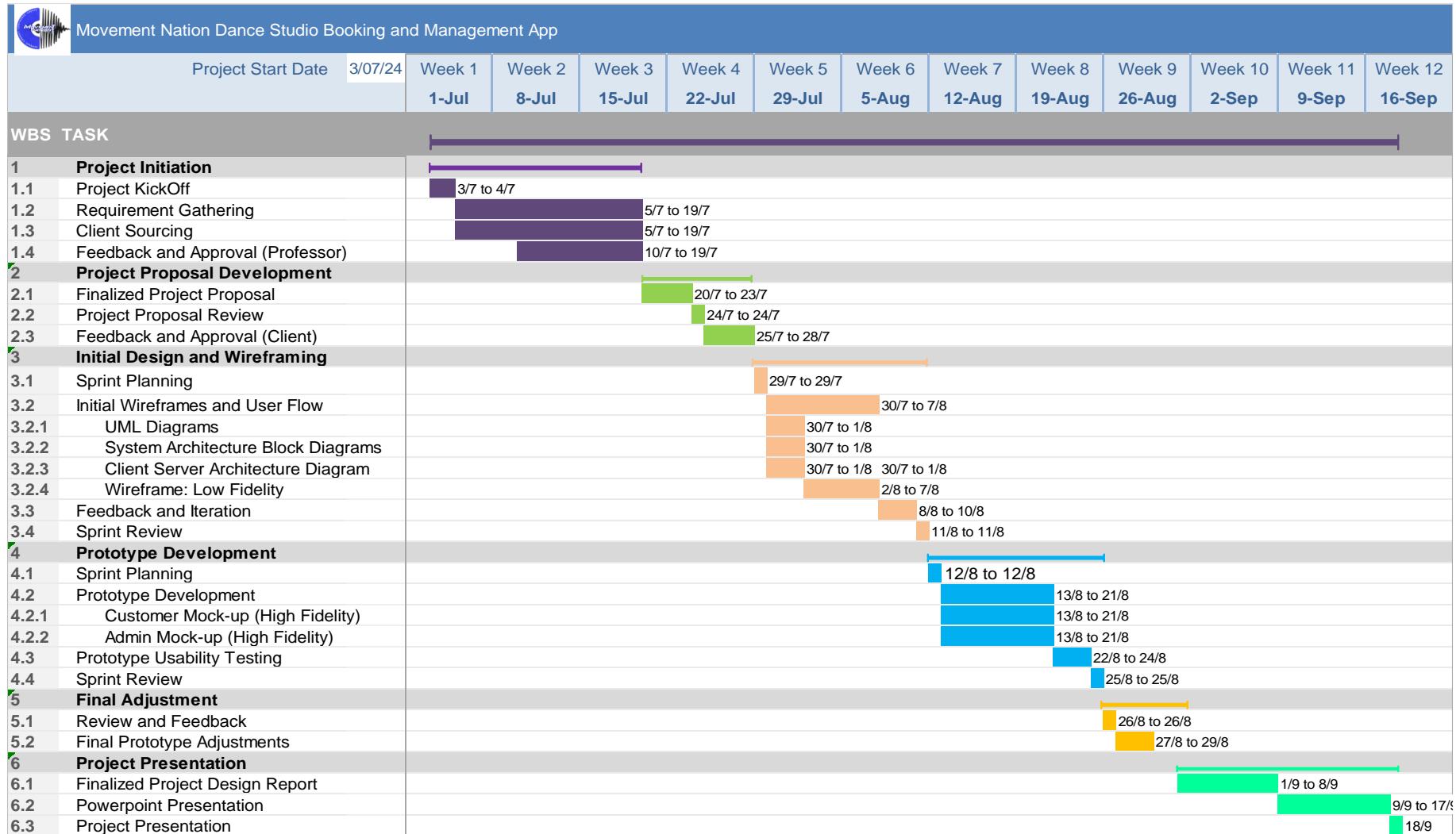


Figure 4-3. Capstone 1 T224 Gannt Chart: Sprints 1-6

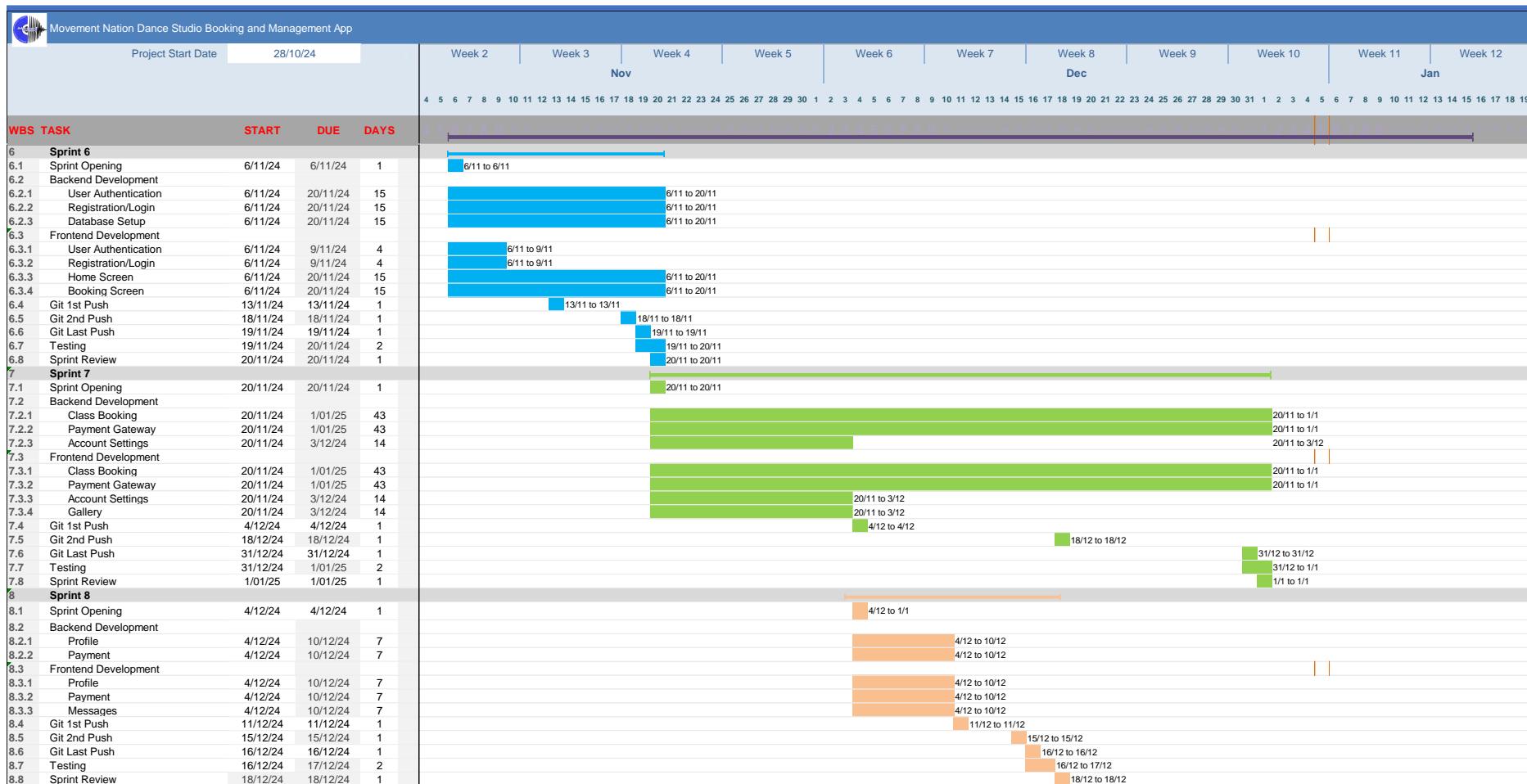


Figure 4-4. Capstone 2 T324 Gantt Chart - Sprints 6-8

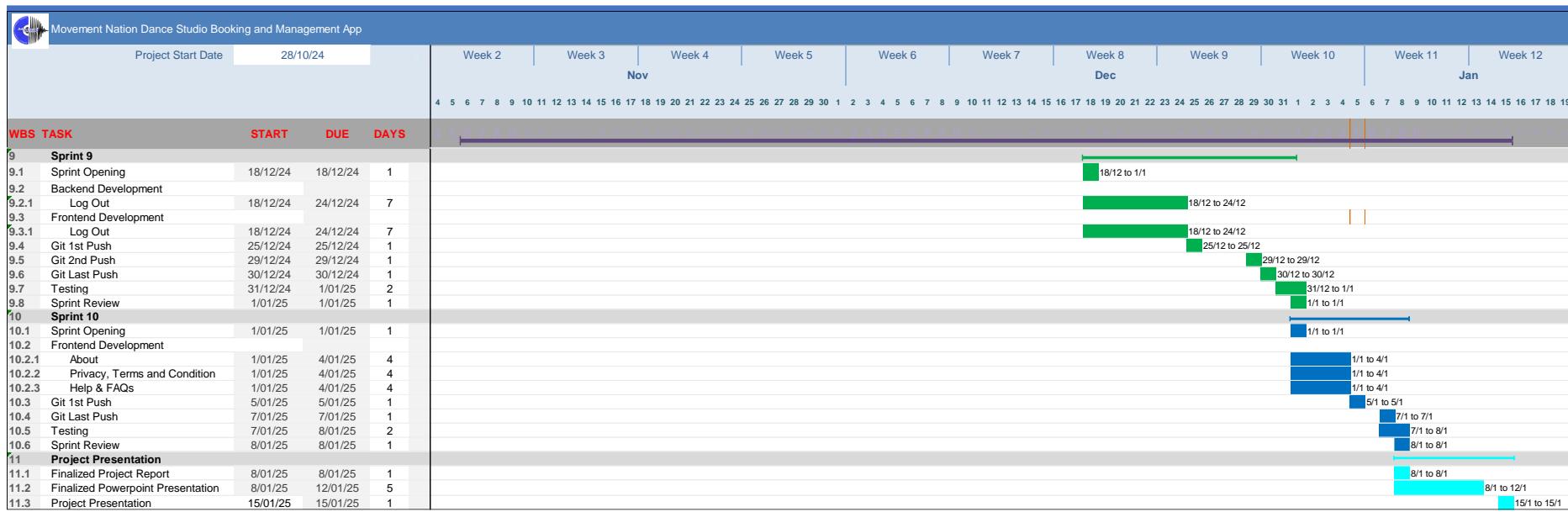


Figure 4-5. Capstone 2 T324 Gantt Chart - Sprints 9-11

5.0. TECHNOLOGY REVIEW

5.1. Front-End Development

In implementing the front-end, the group will use Flutter and Dart as the programming language. Flatirons (2024) explains that “Flutter is an open-source UI SDK developed by Google and it provides a powerful framework for creating cross-platform mobile apps for Android and iOS using a single codebase.” On the other hand, Dart is a programming language that is an open-source and client-side developed by Google. Flutter is one of the best choices for front-end development, not only that, the group will use XCode Simulator that would be helpful in the testing phase.

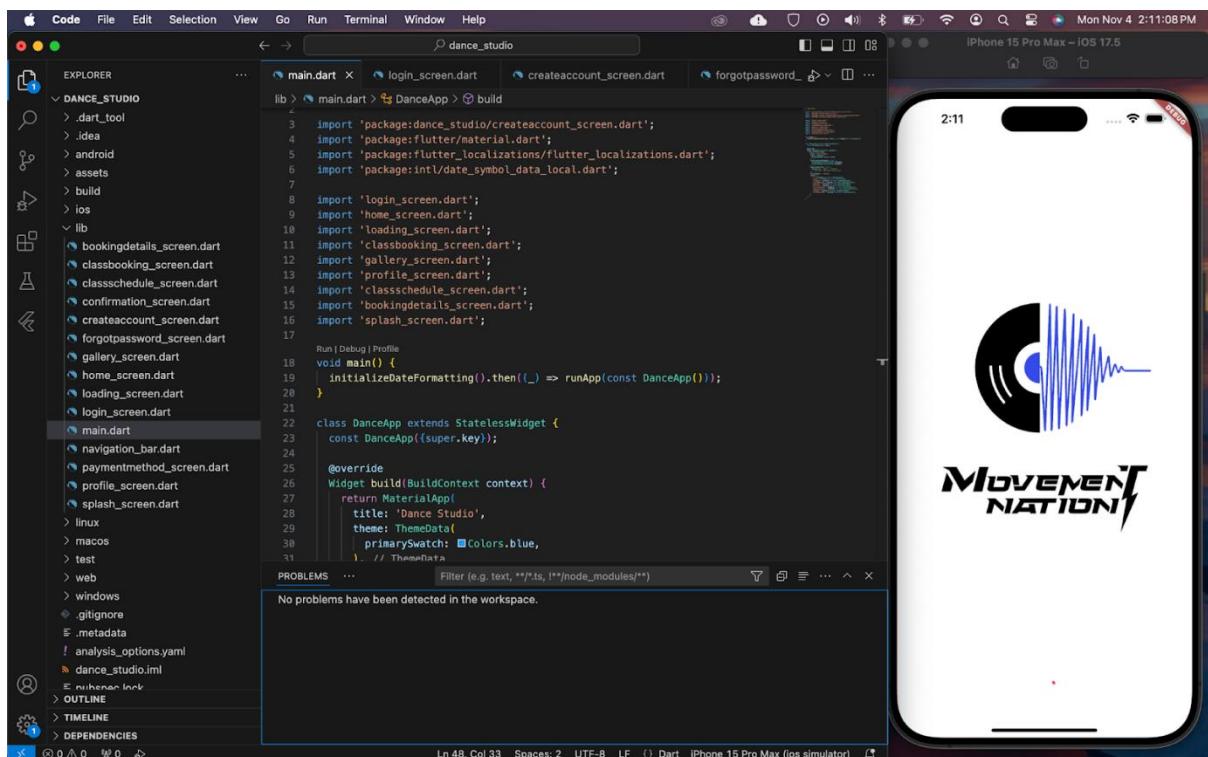


Figure 5-1. Flutter for Front-End Development

The photo above shows the progress of the group as of today. As the development phase continues, the group will research and find more open resources to quickly help develop the mobile application and to meet the requirements. As this is made to a local computer, this will be pushed to GitHub for further code collaboration.

5.2. Back-End Development

Our group will be utilizing Firebase as the main server of the mobile application, Node.js (JavaScript) for the core programming and Firestore of Firebase for the database. The two tools are both open-source and can be used by anyone to create a working mobile application.

5.2.1. Node.js (JavaScript)

Kareliya (2024) explains that Node.js is a runtime environment that is built on Google Chrome's V8 JavaScript Engine, allowing developers to write server-side applications for backend development. Node.js of JavaScript will be utilized for programming as Firebase supports Node.js language. The following features of Node.js are considered:

- a. Cross-Platform Compatibility: Node.js can run on different operating systems such as Windows, MacOS, and Linus and makes it easier for the group to utilize the language as each member has a different operating system.
- b. Authentication: Node.js will be utilized to enhance the authentication of the application by complementing the Firebase Authentication and Firebase Security Rules. Additionally, custom authentication tokens are generated through Node.js using Firebase Admin SDK.
- c. Node.js is relatively easier to learn as the members have a background for JavaScript.

5.2.2. Firestore

Firestore, according to Google Cloud (2024), is a NoSQL database which is built for high performance, automatic scaling and ease of application development. Firestore will be utilized as the core database of the mobile application for storage of data.

5.3. Database Design

The Entity-Relationship Diagram (ERD) was designed during Capstone Project 1 T224. The ERD is carefully designed to ensure that continuous flow of data is stored in a safe and reliable database. Firestore of Firebase is utilized as the main database engine of the mobile application.

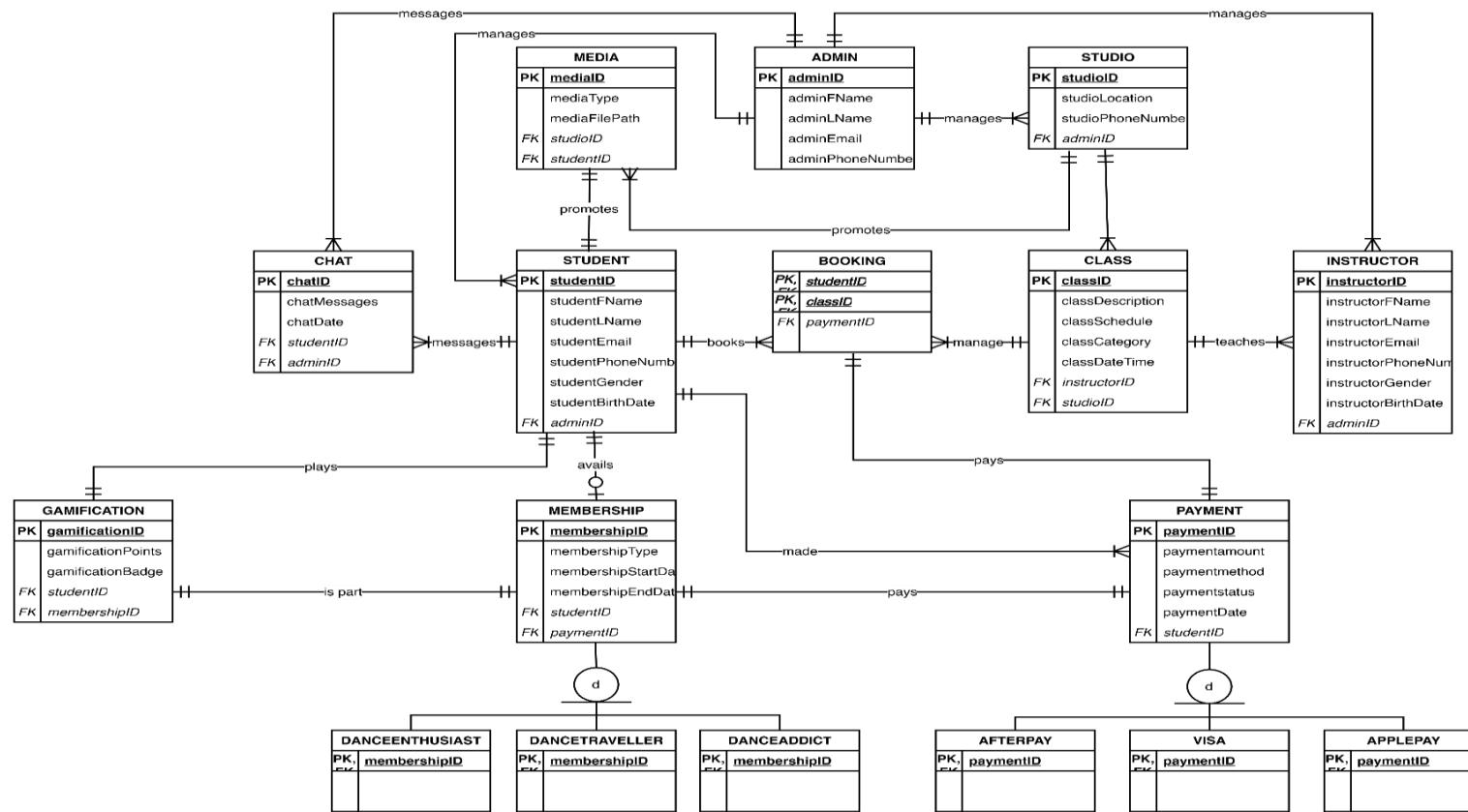


Figure 5-2. ERD Diagram

5.4. Flowchart

The flowcharts of the Movement Nation booking management mobile application are shown below. The first flowchart is about login authentication user flow and the next flowchart is Consumer Mobile App User Flow.

5.4.1. Login Authentication User Flow

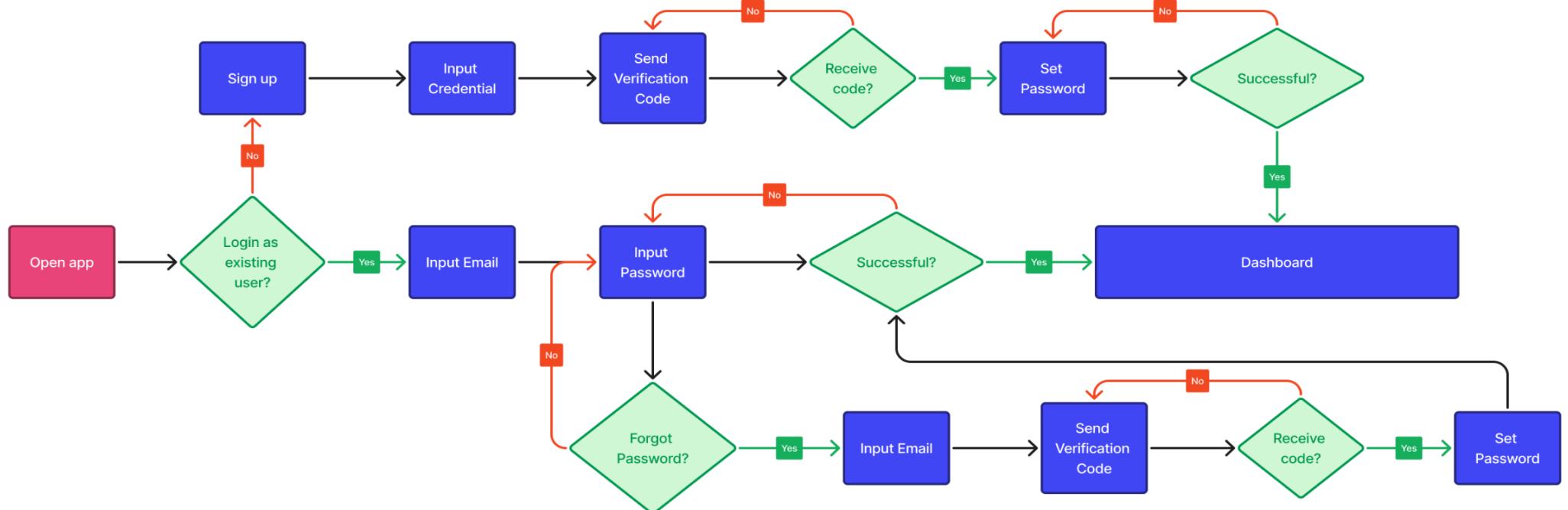


Figure 5-3. Login Authentication User Flow

5.4.2. Consumer Mobile App User Flow

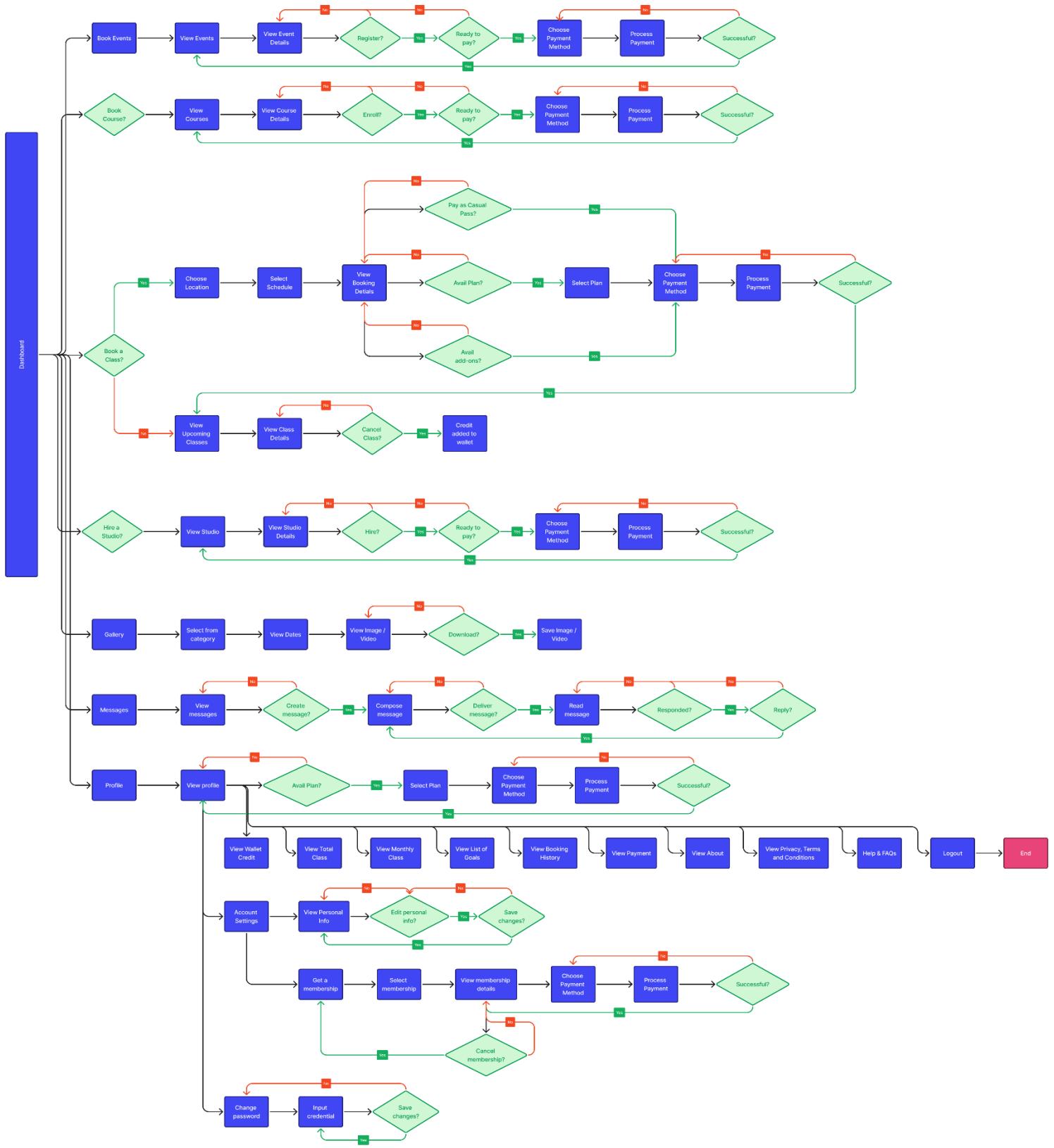


Figure 5-4. Consumer Mobile App User Flow

6.0. IMPLEMENTATION

6.1. Prototype Design

The software used to design the prototype is Figma as Figma allows multiple members from a group to design simultaneously.

6.1.1. Authentication

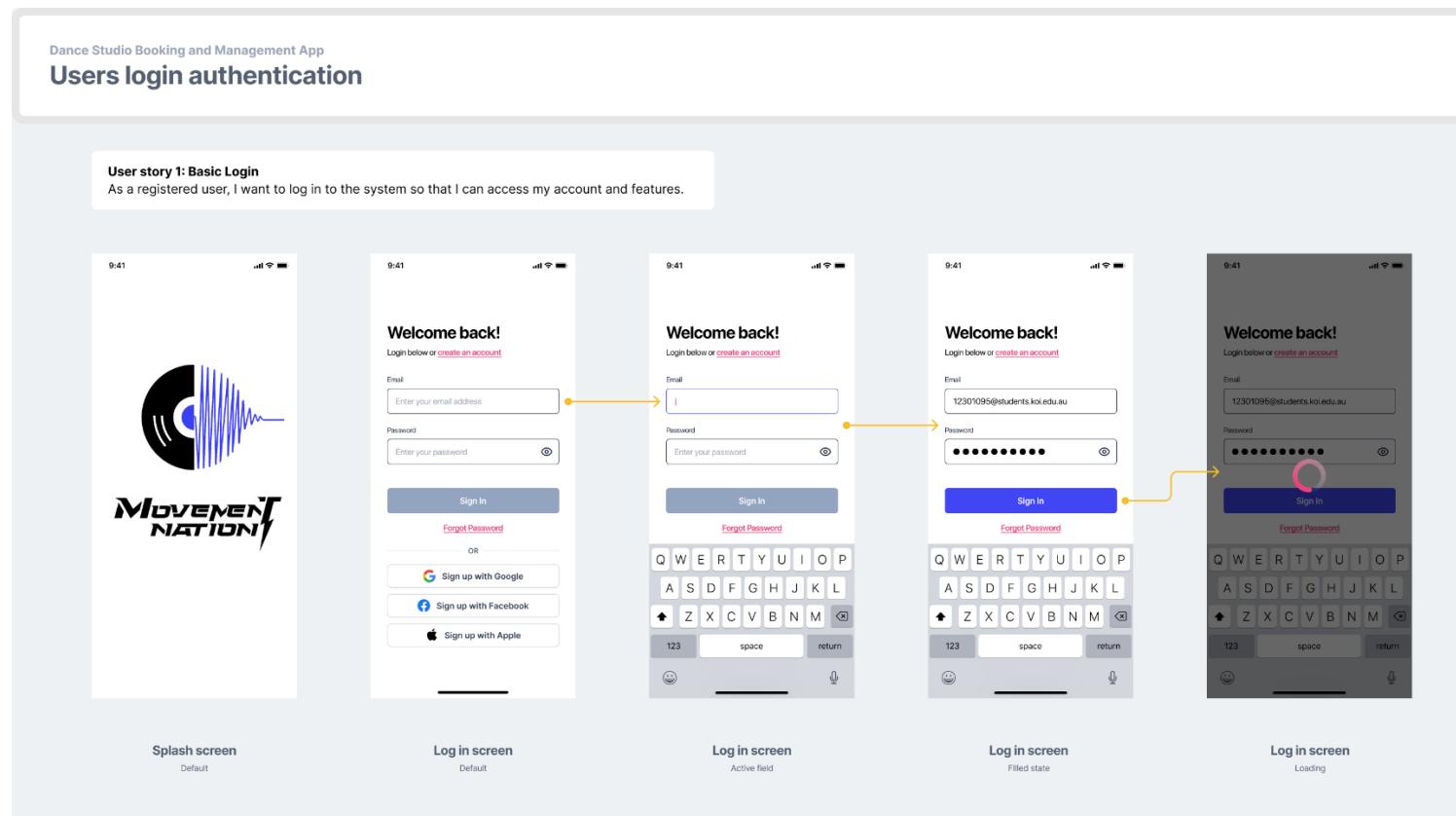


Figure 6-1. Authentication 1 (Prototype)

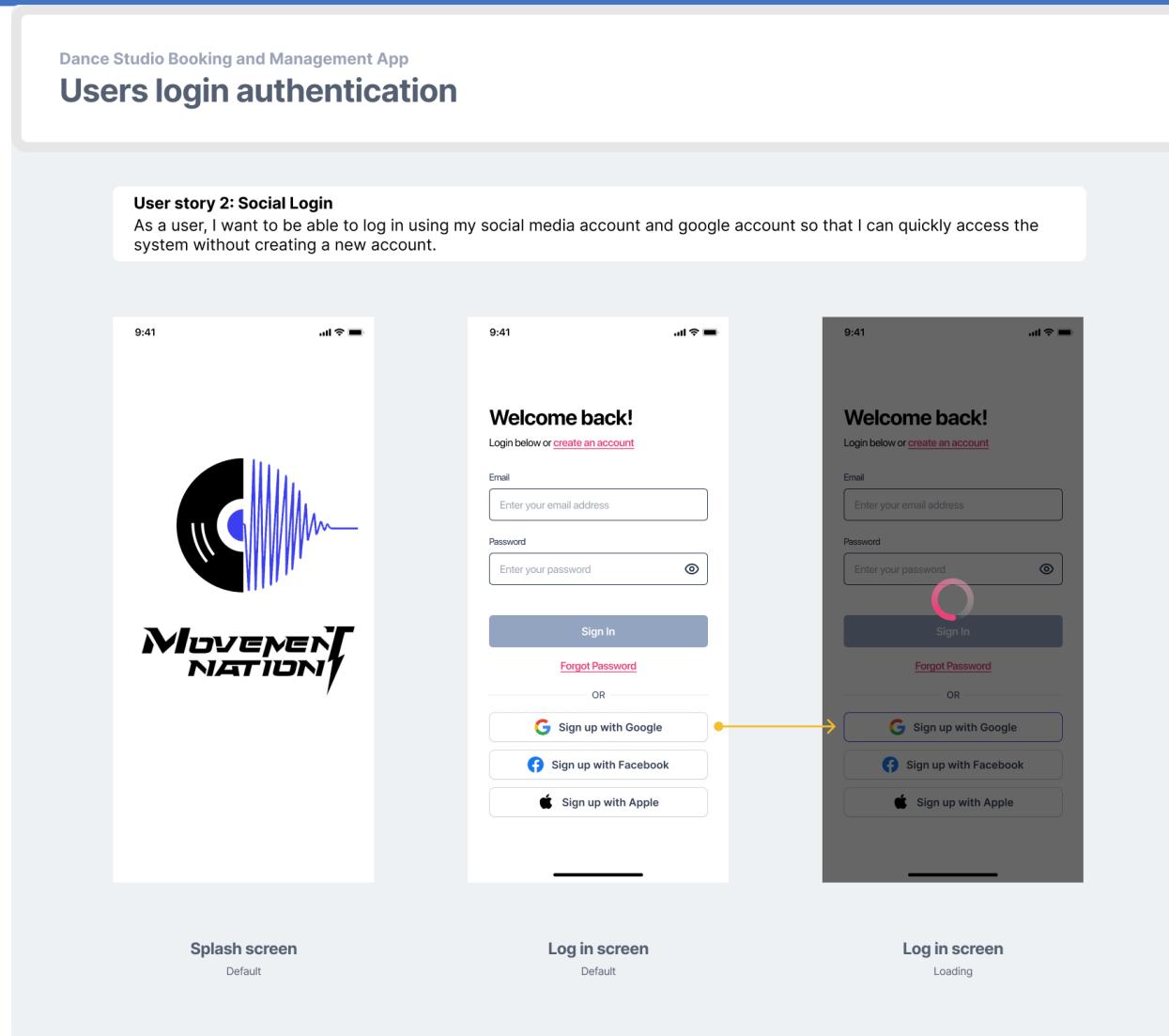


Figure 6-2. Authentication 2 (Prototype)

Dance Studio Booking and Management App
Users login authentication

User story 3: Invalid Login Attempts

As a user, I want to receive clear feedback when I enter incorrect login credentials so that I can correct my mistake.

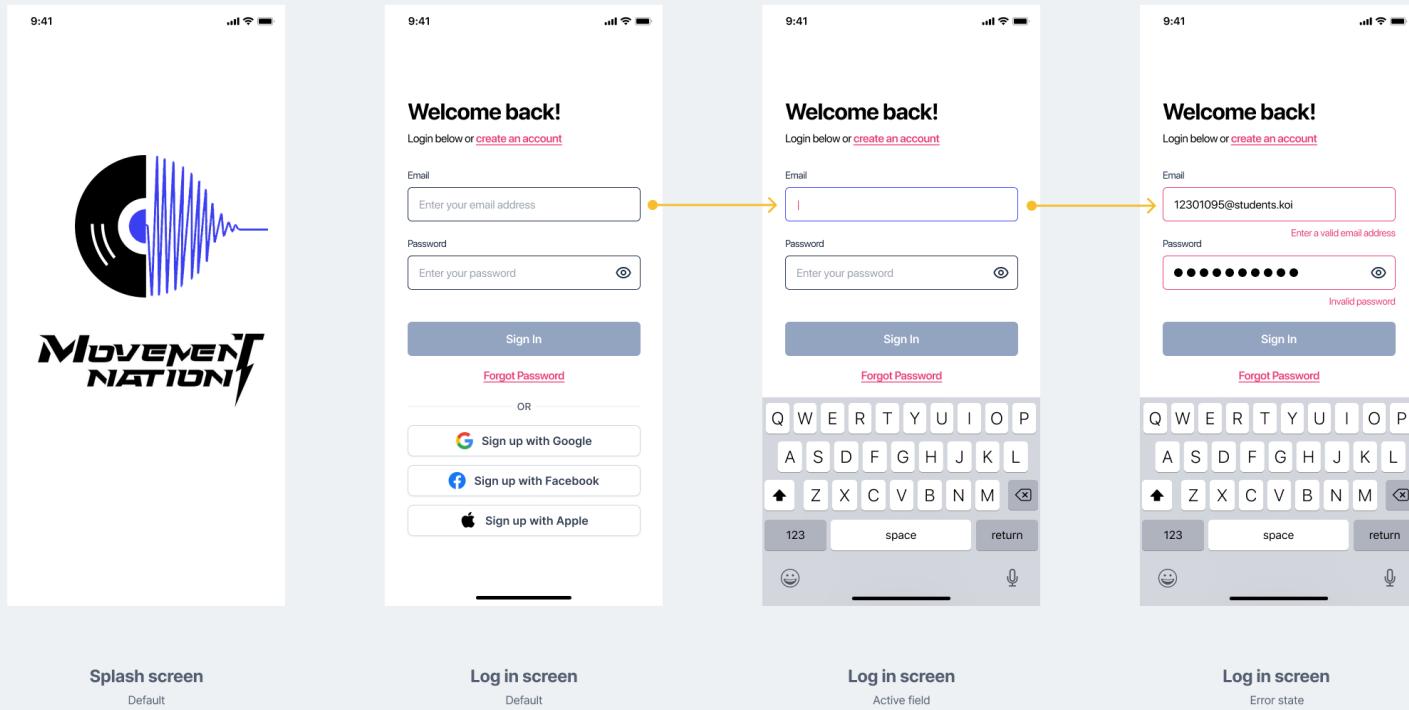


Figure 6-3. Authentication 3 (Prototype)

Users sign up authentication

User story 1: Basic Sign Up

As a new user, I want to create an account so that I can access the platform's features.

The image shows a sequence of five mobile application screens illustrating the user sign-up process:

- Splash screen:** Displays the "MOVEMENT NATION" logo.
- Log in screen:** Shows fields for Email and Password, and links for "Forgot Password", "Sign up with Google", "Sign up with Facebook", and "Sign up with Apple". A yellow arrow points from the "create an account" link on this screen to the "Create an account" screen.
- Create an account screen (Default):** Fields for Username, Full name, Phone Number, Email, and Password. A yellow arrow points from the "Create an account" link on the previous screen to this one.
- Create an account screen (Error state):** The same form fields, but the Username field contains "beadancer" and displays an error message: "Username already taken". The Email field contains "12301095@students.koi.edu.au" and displays an error message: "Enter a valid phone number". The Phone Number field contains "+61 412 345 678" and displays an error message: "Field required". A yellow arrow points from the previous screen to this one.
- Create an account screen (Filled state):** The same form fields filled with sample data: Username "beadancer", Full name "Bea Alvarado", Phone Number "+61 412 345 678", Email "12301095@students.koi.edu.au", and Password "*****". A yellow arrow points from the previous screen to this one.

Splash screen
Default

Log in screen
Default

Create an account screen
Default

Create an account screen
Error state

Create an account screen
Filled state

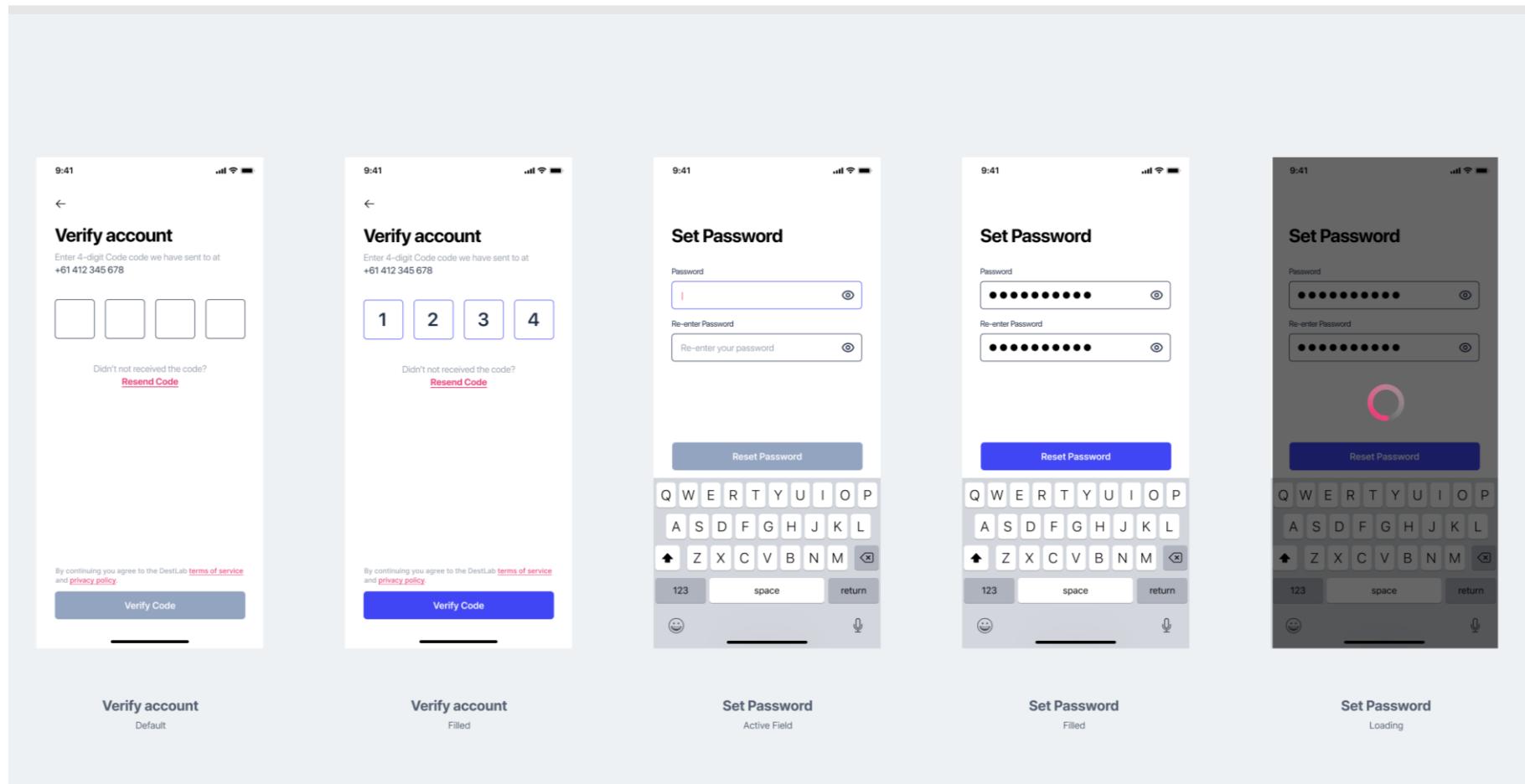


Figure 6-4. Authentication 4 (Prototype) - Consumer

6.1.2. Main Screens

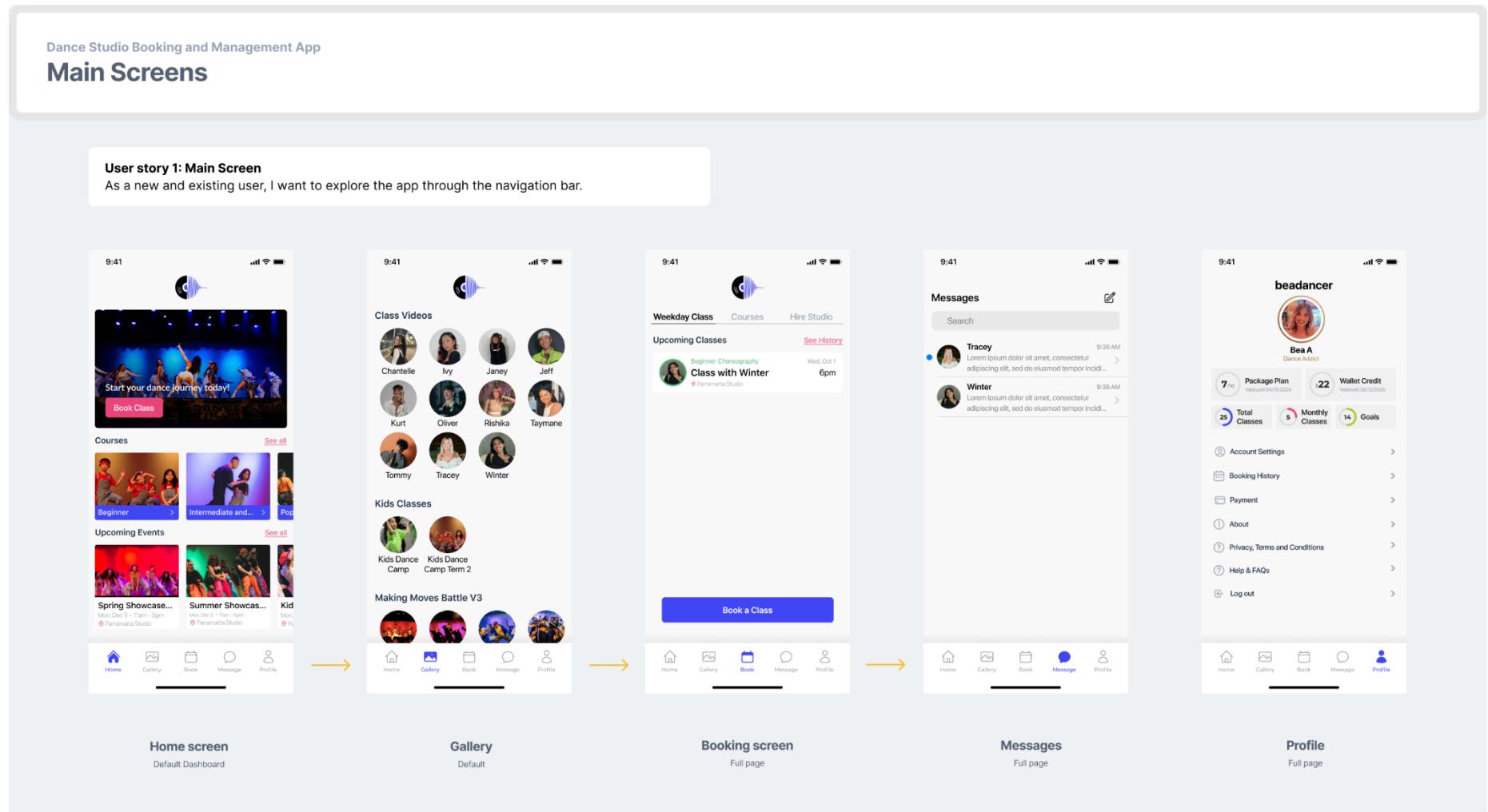


Figure 6-5. Main Screens (Prototype) - Consumer

6.1.3. Home Screen Inner Pages

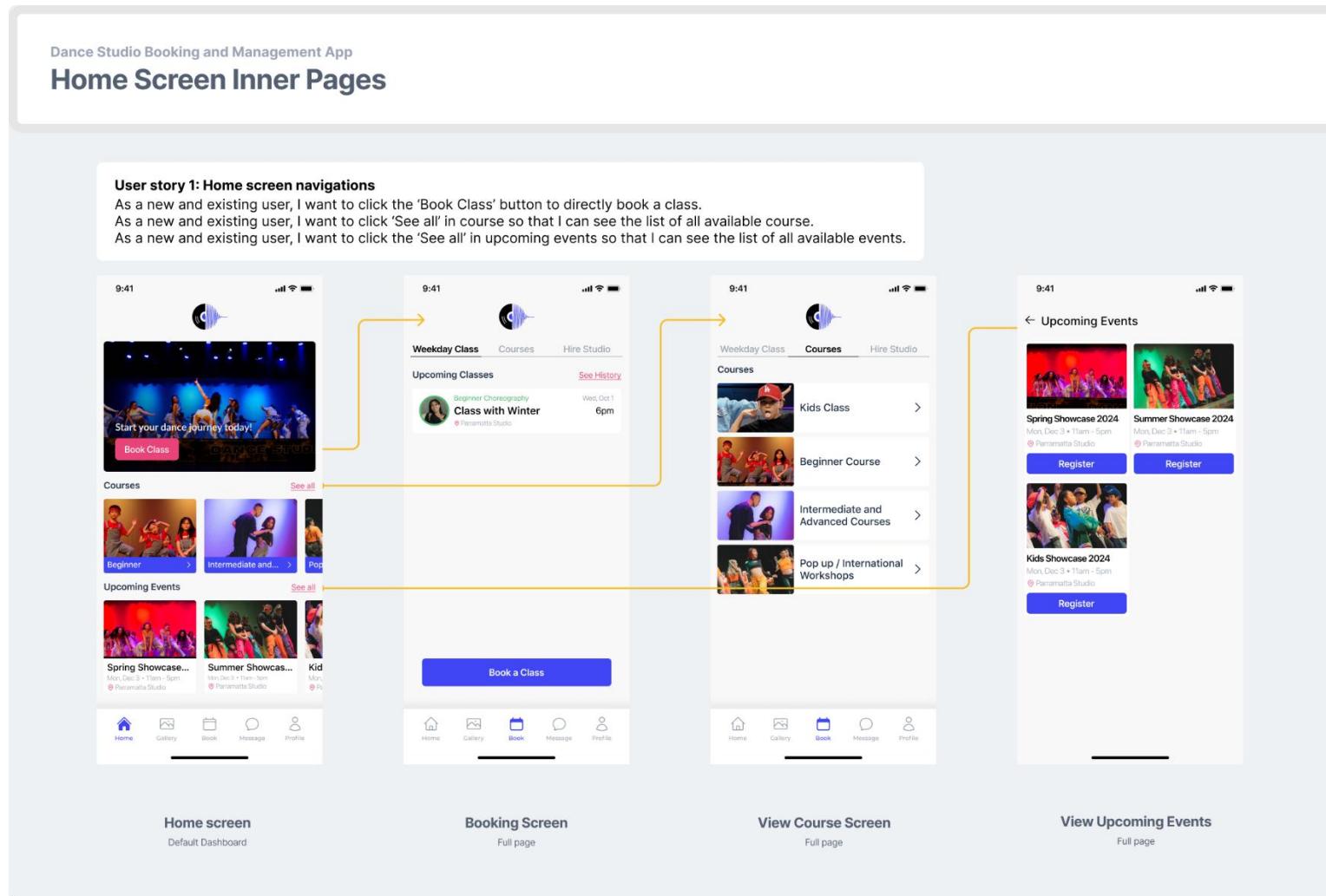
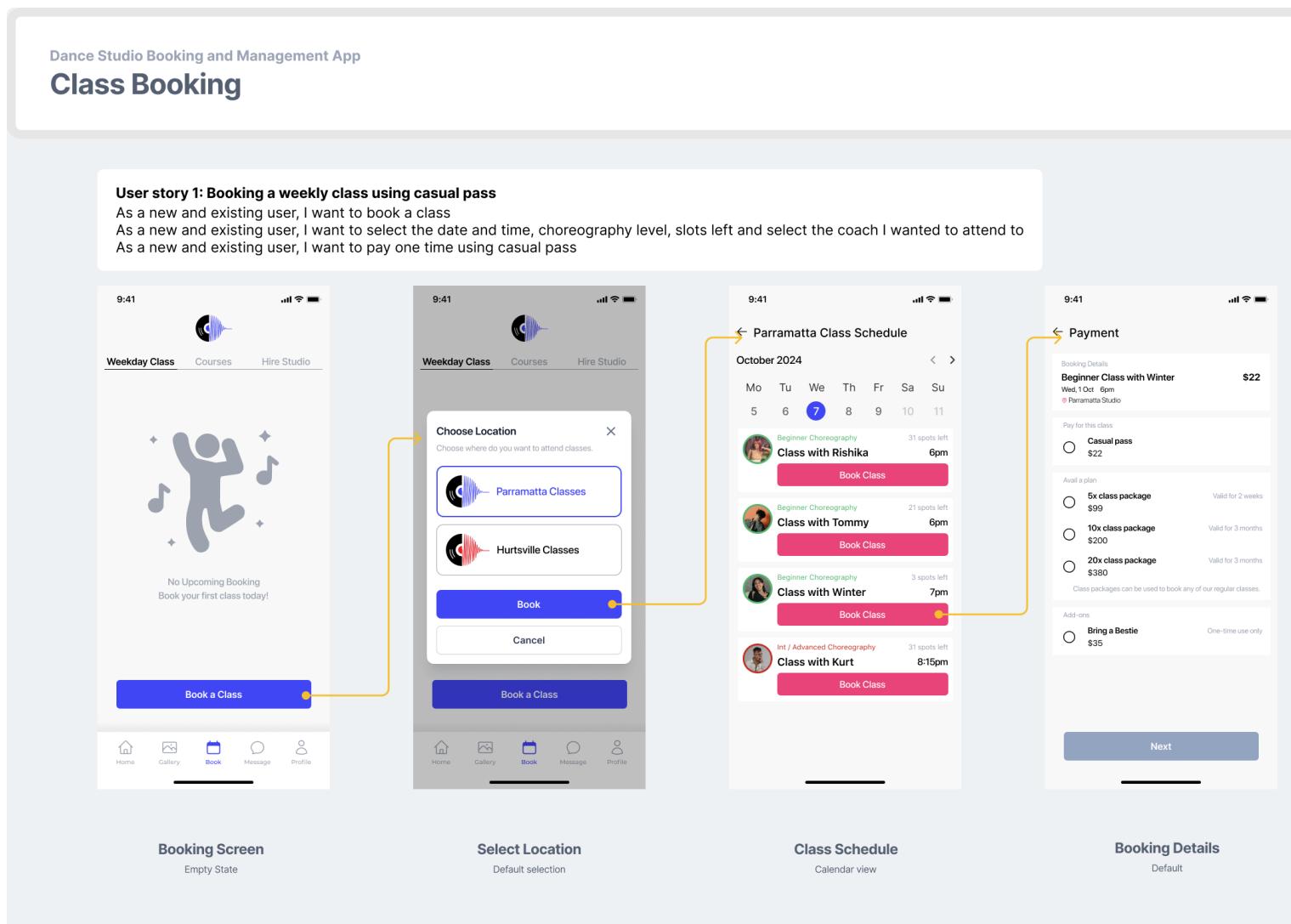


Figure 6-6. Home Screen Inner Pages

6.1.4. Class Booking



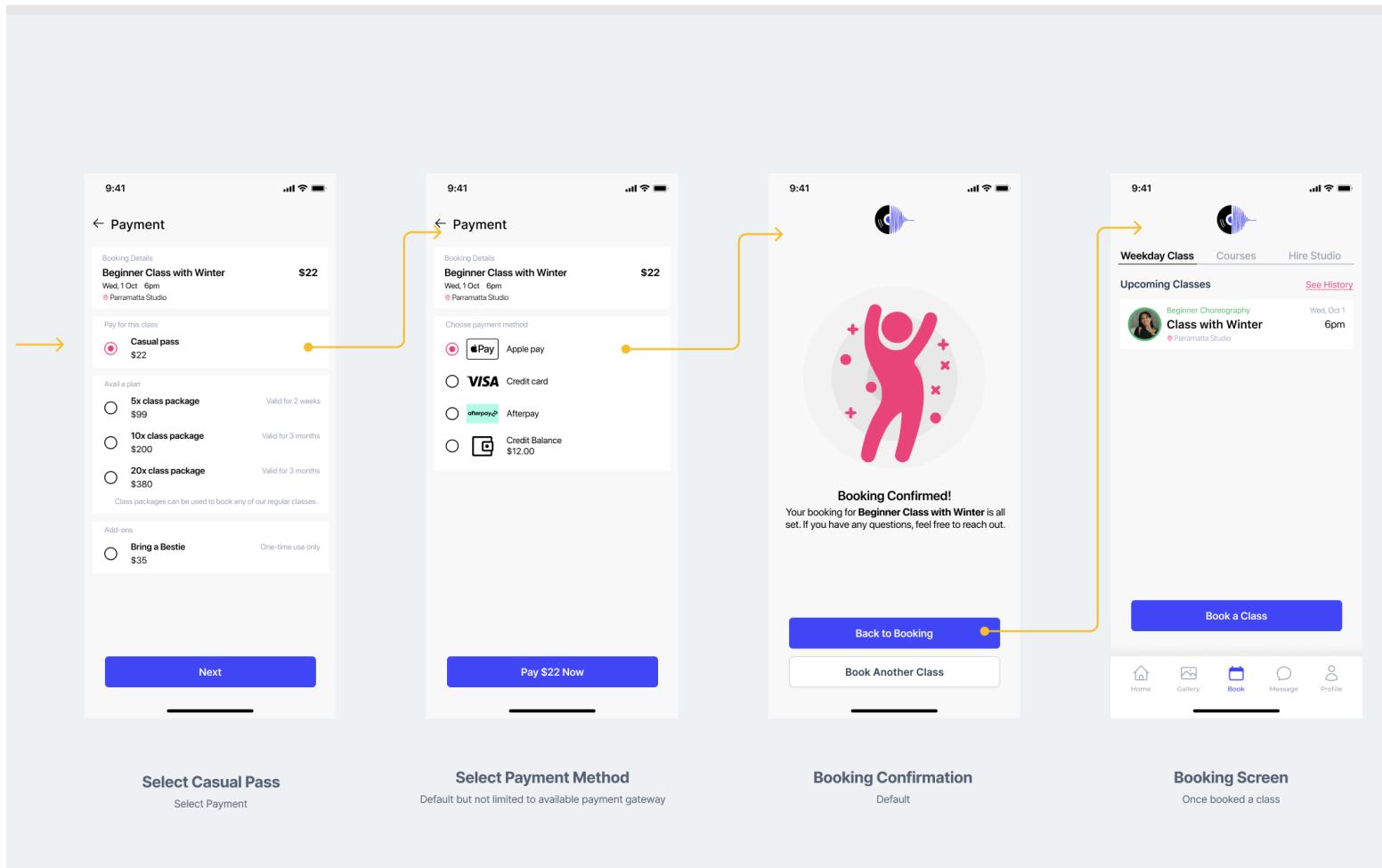


Figure 6-7. Class Booking 1

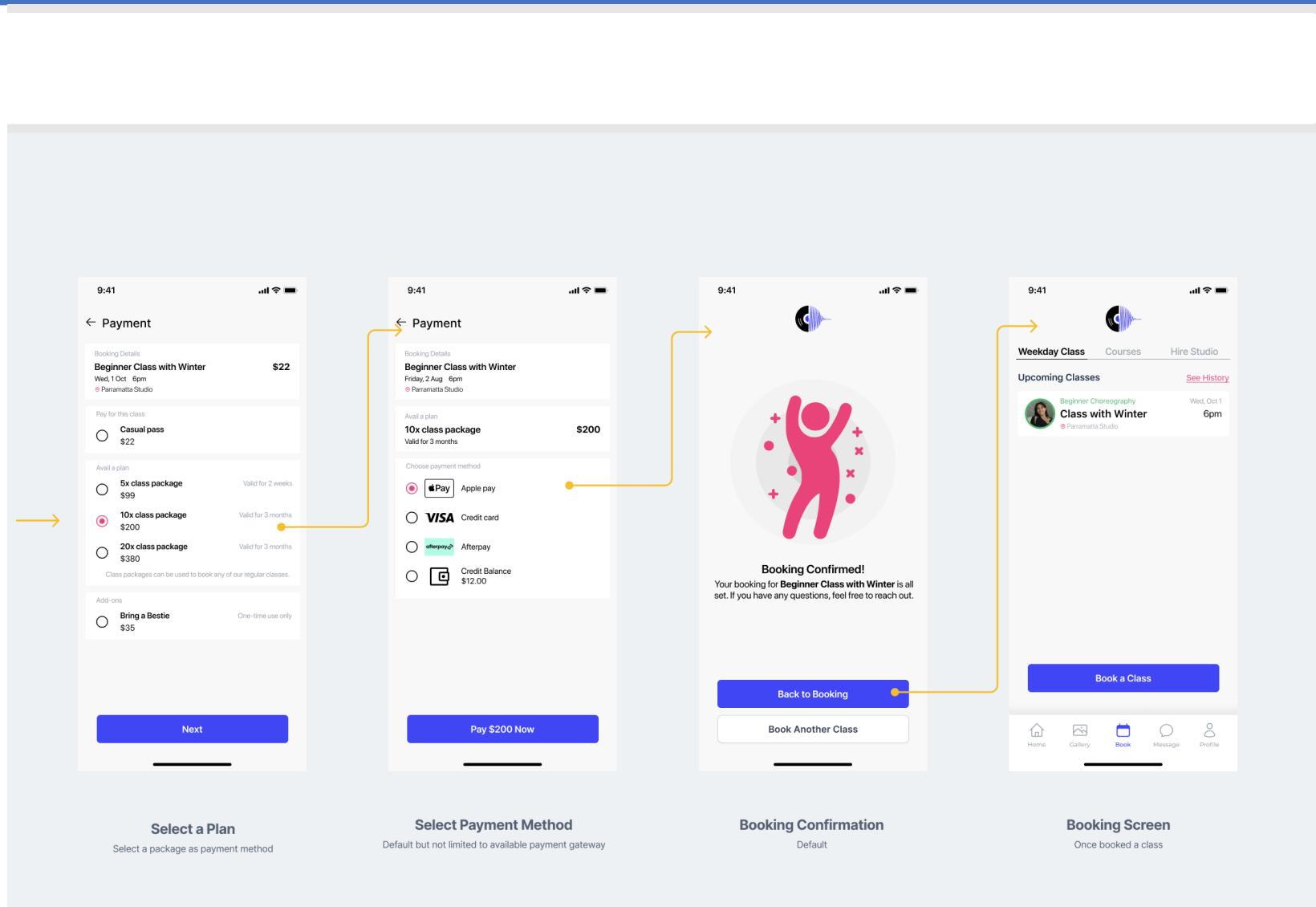


Figure 6-8. Class Booking 2

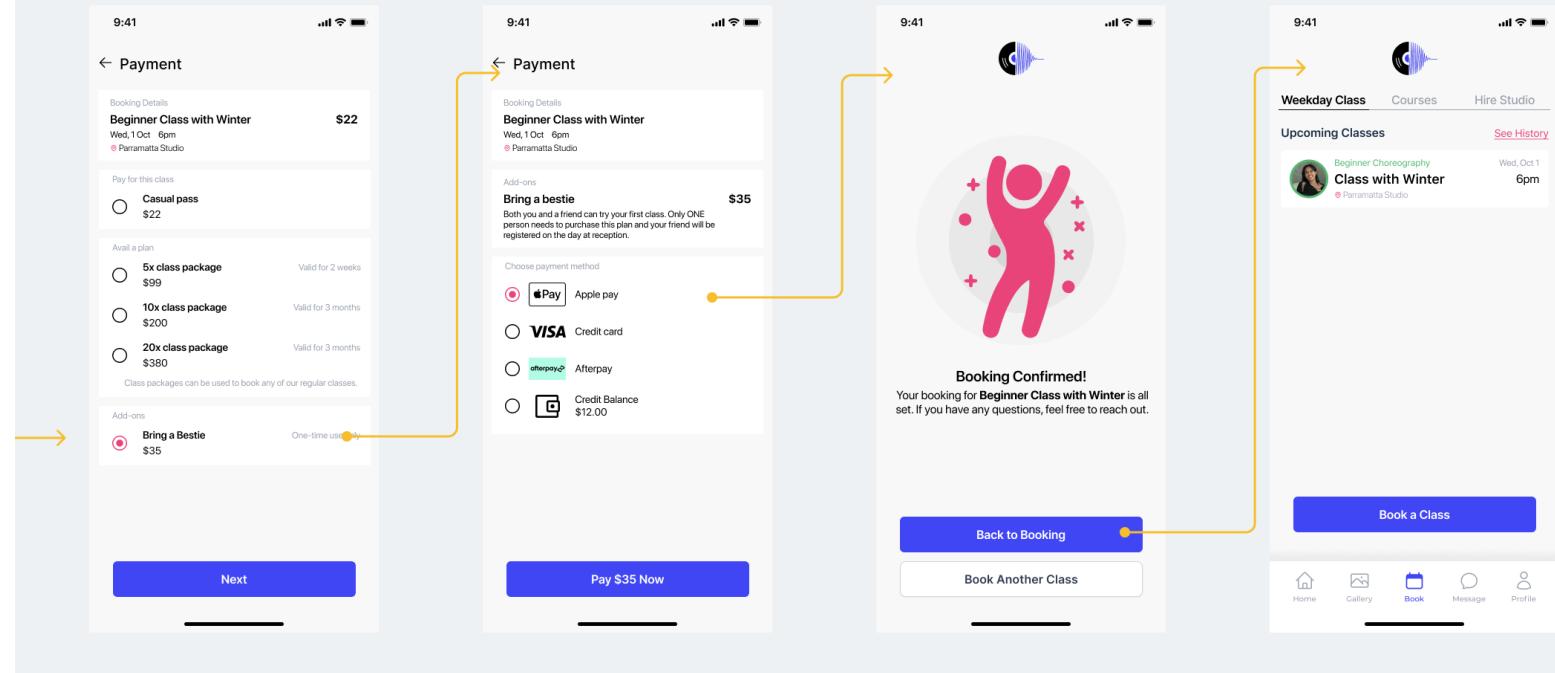


Figure 6-9. Class Booking 3

6.1.5. Booking Cancellation with Wallet Credit

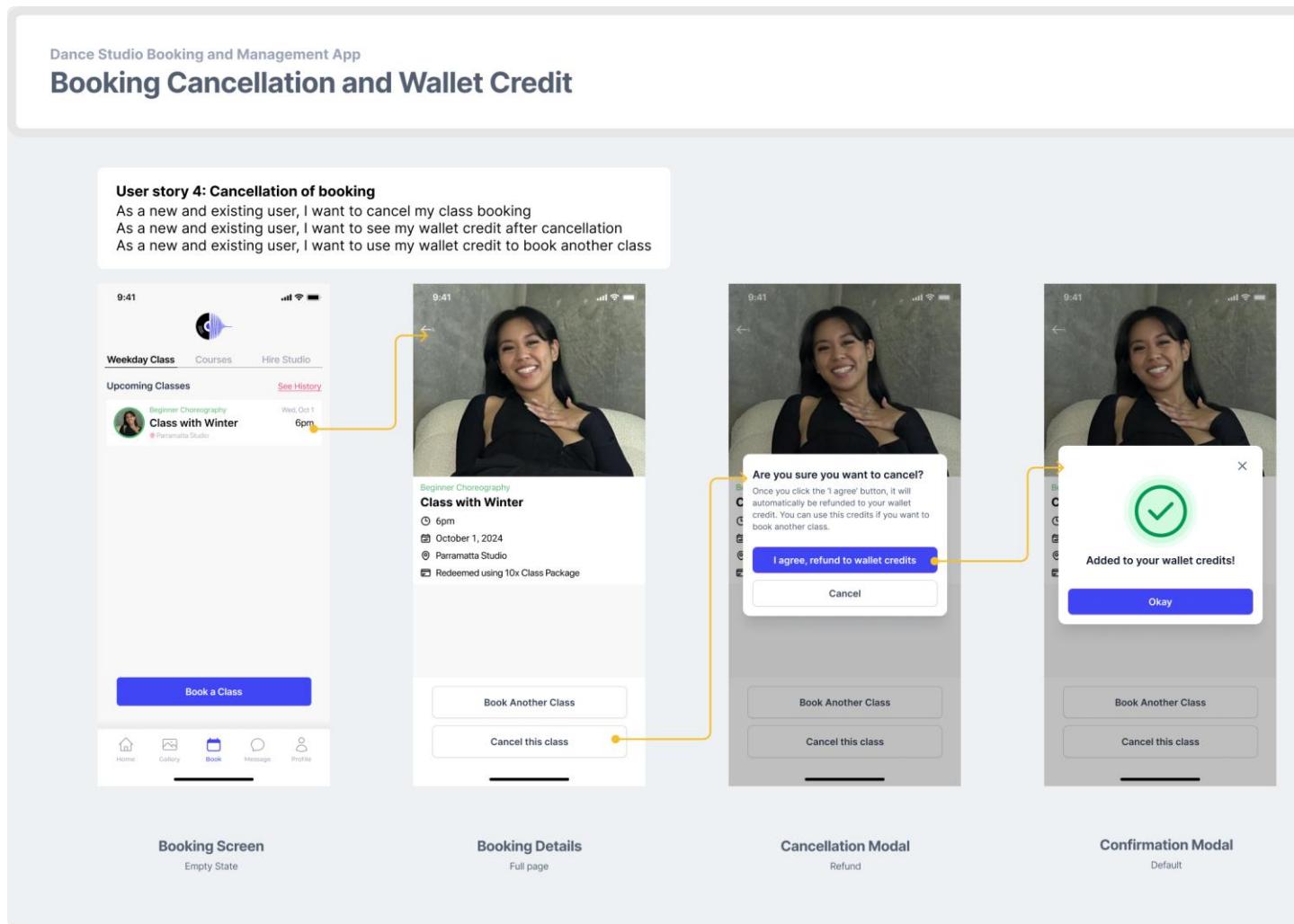


Figure 6-10. Booking Cancellation

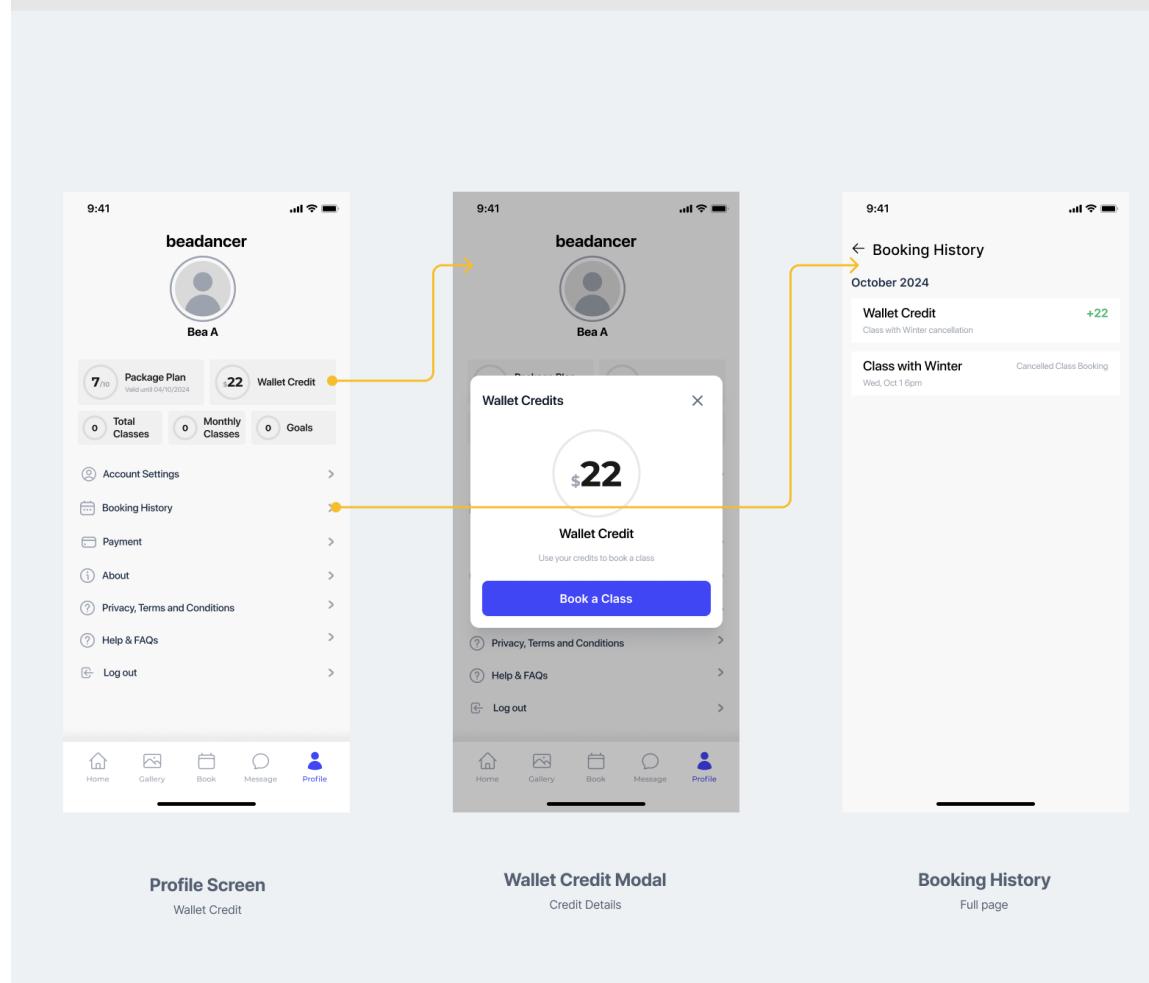
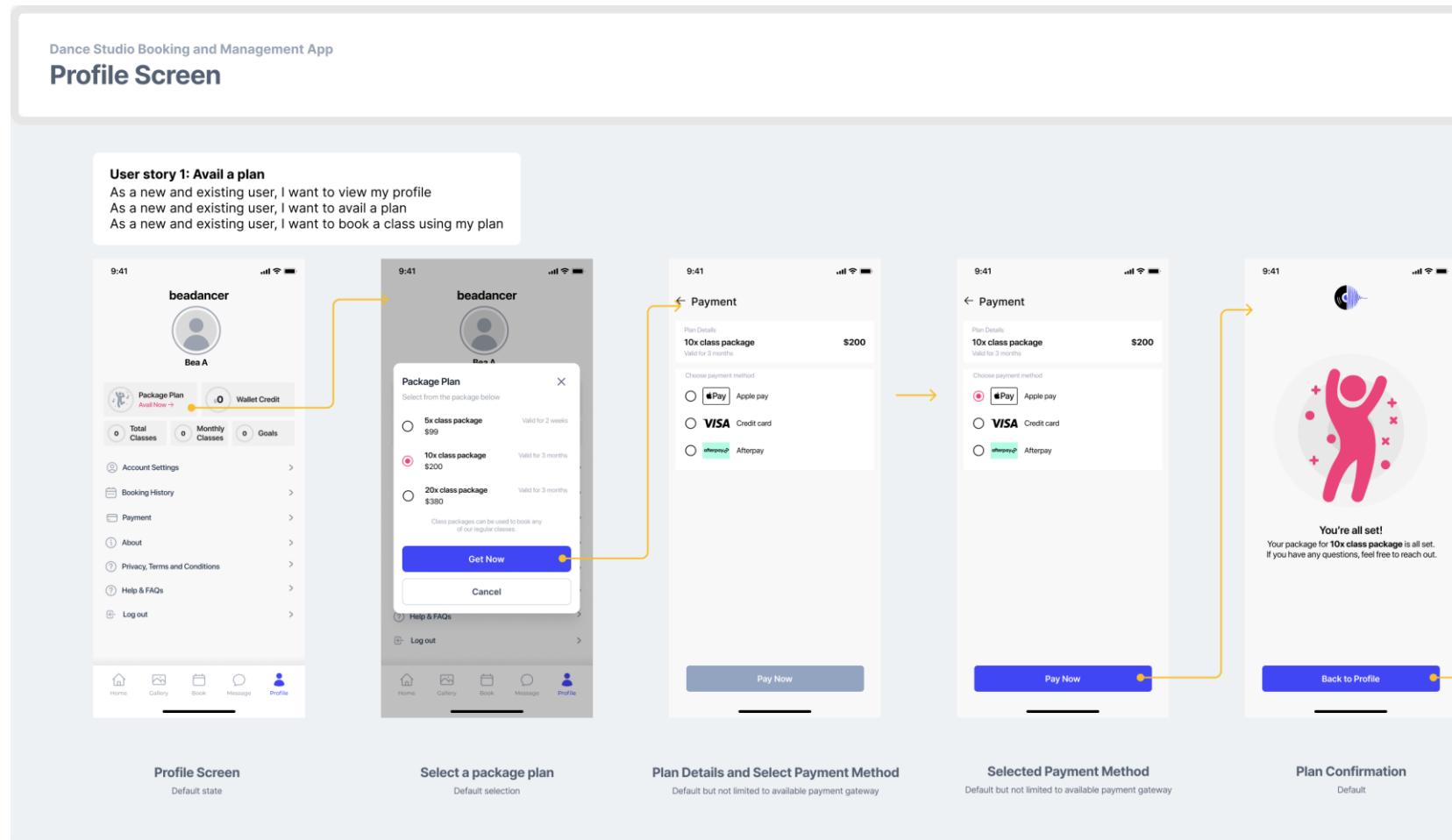


Figure 6-11. Wallet Credit

6.1.6. Profile Screen



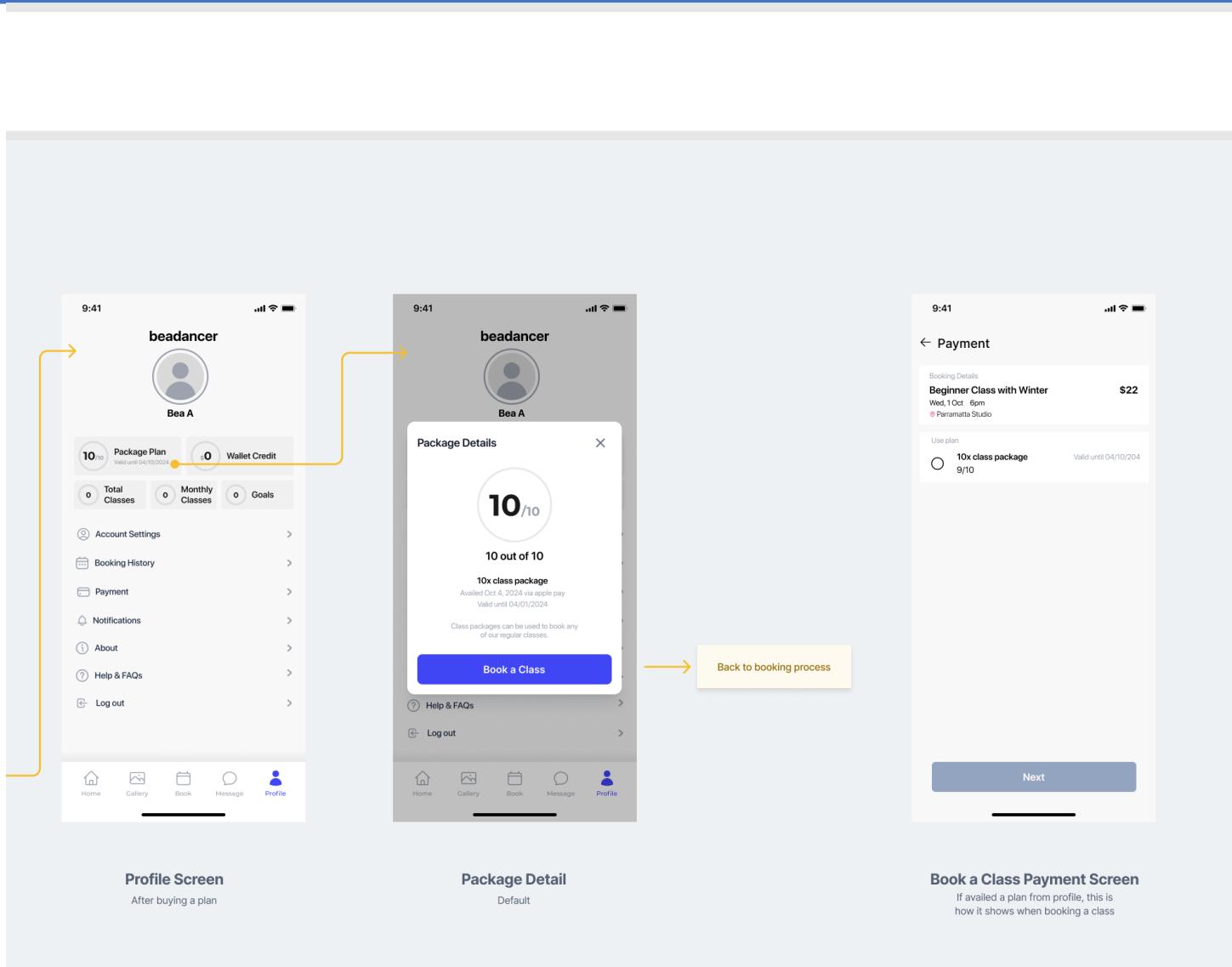


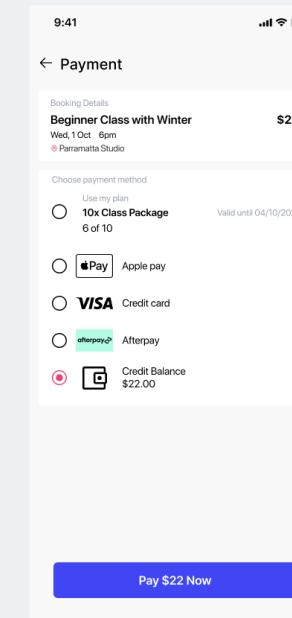
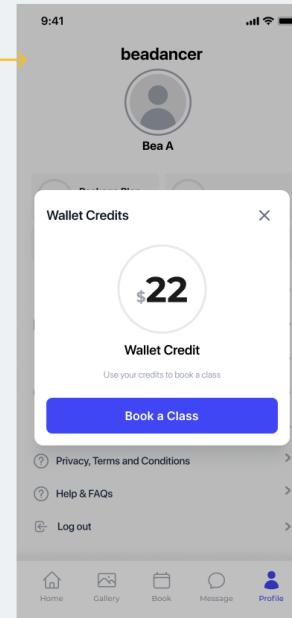
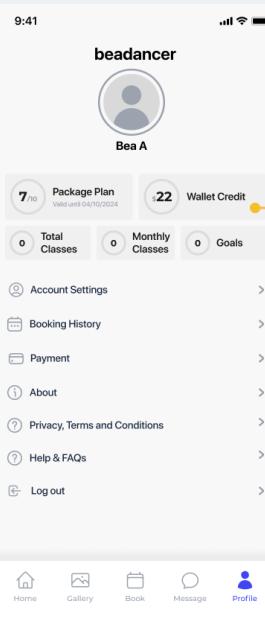
Figure 6-12. Profile Screen 1

Dance Studio Booking and Management App

Profile Screen

User story 2: View Wallet Credit

As a new and existing user, I want to view my wallet credit
As a new and existing user, I want to use my wallet credit to book a class



Profile Screen

Default state

Wallet Credit Modal

Credit Details

Payment Screen

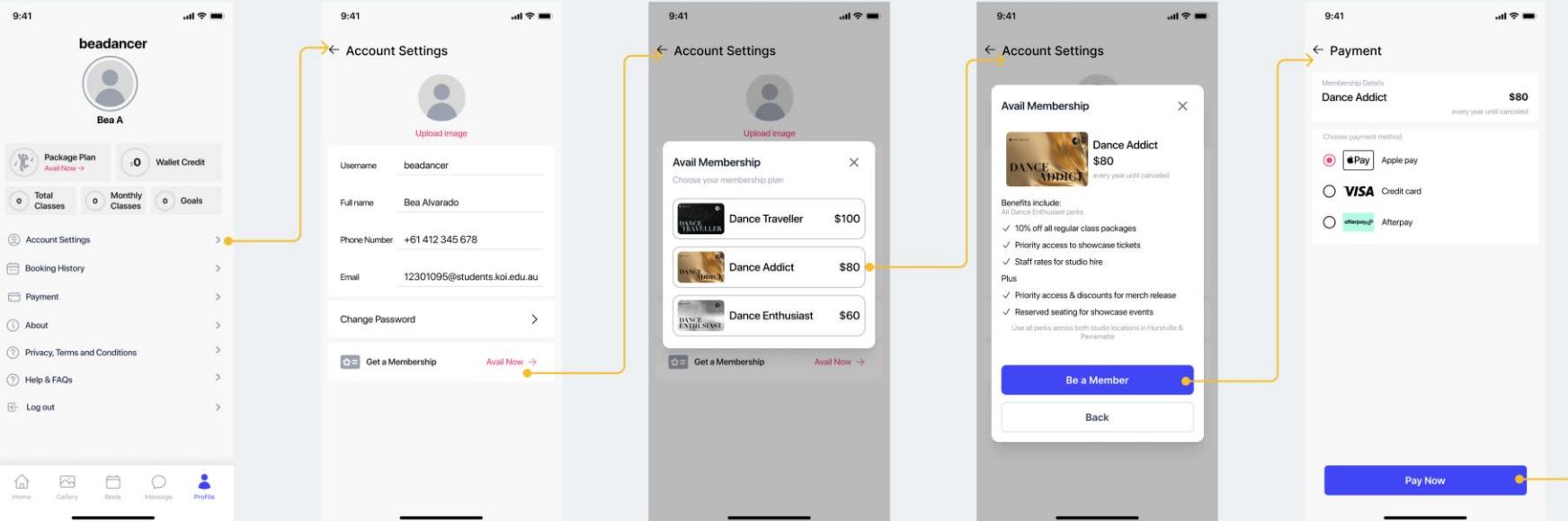
Using credit balance as payment method

Figure 6-13. Profile Screen 2

Profile Screen

User story 3: Account Settings and Membership

As a new and existing user, I want to view and edit my account settings
 As a new and existing user, I want to avail membership
 As a new and existing user, I want to cancel my membership



Profile Screen
Default state

Account Setting Screen
Default state

Avail Membership Modal
Default selection

Membership Details
Default

Payment Method
Default but not limited to available payment gateway

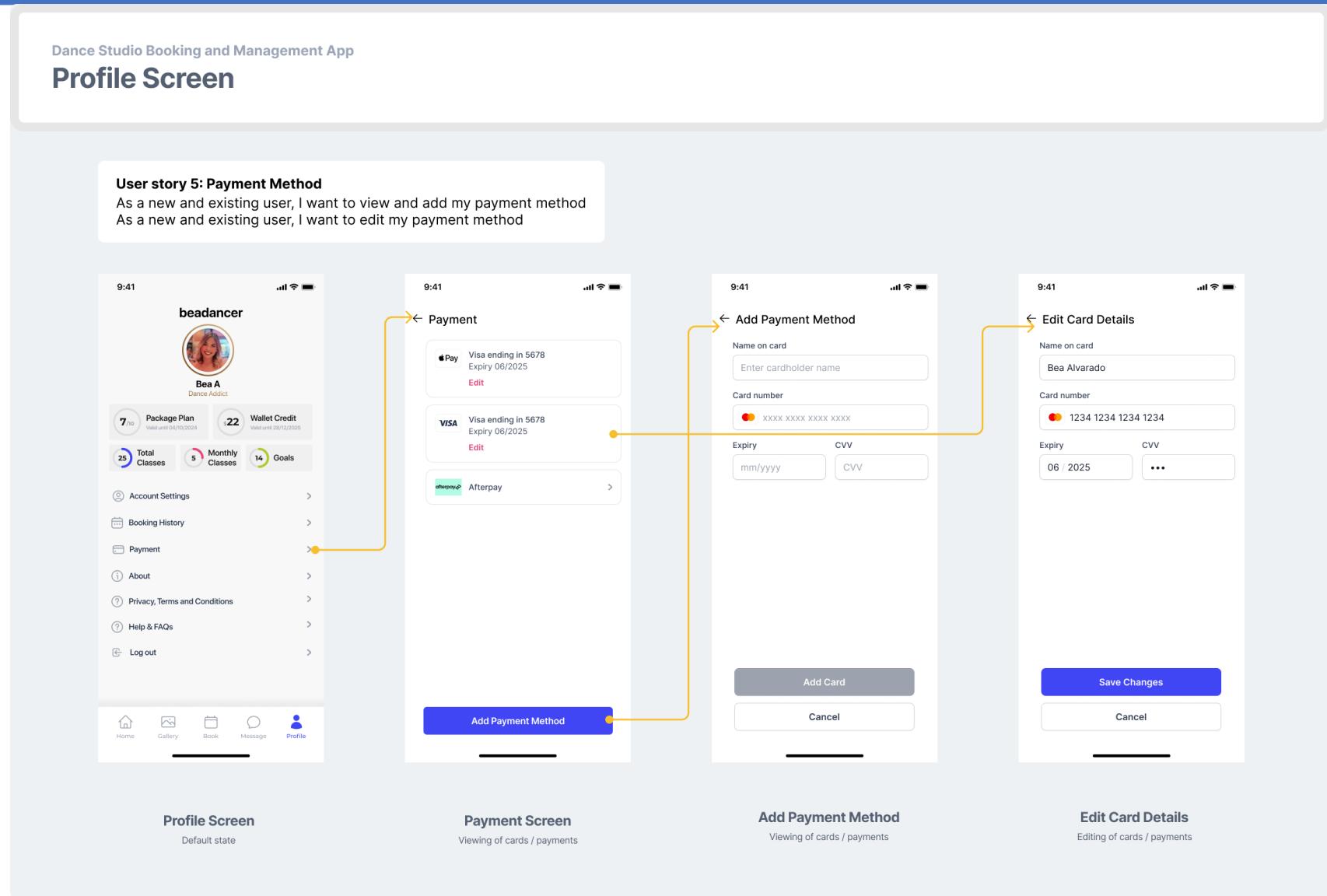


Figure 6-14. Profile Screen 3

6.2. Final Application

During the implementation, each sprint there are minor changes on the priorities and minor adjustments from the client. The reason why the team only implemented the MVP version of the application. There are features that are available in the backend that are not included in the requirements for the MVP version. As a result, the screenshot below shows the final implementation of the project. Screenshots are taken from XCode Simulator.

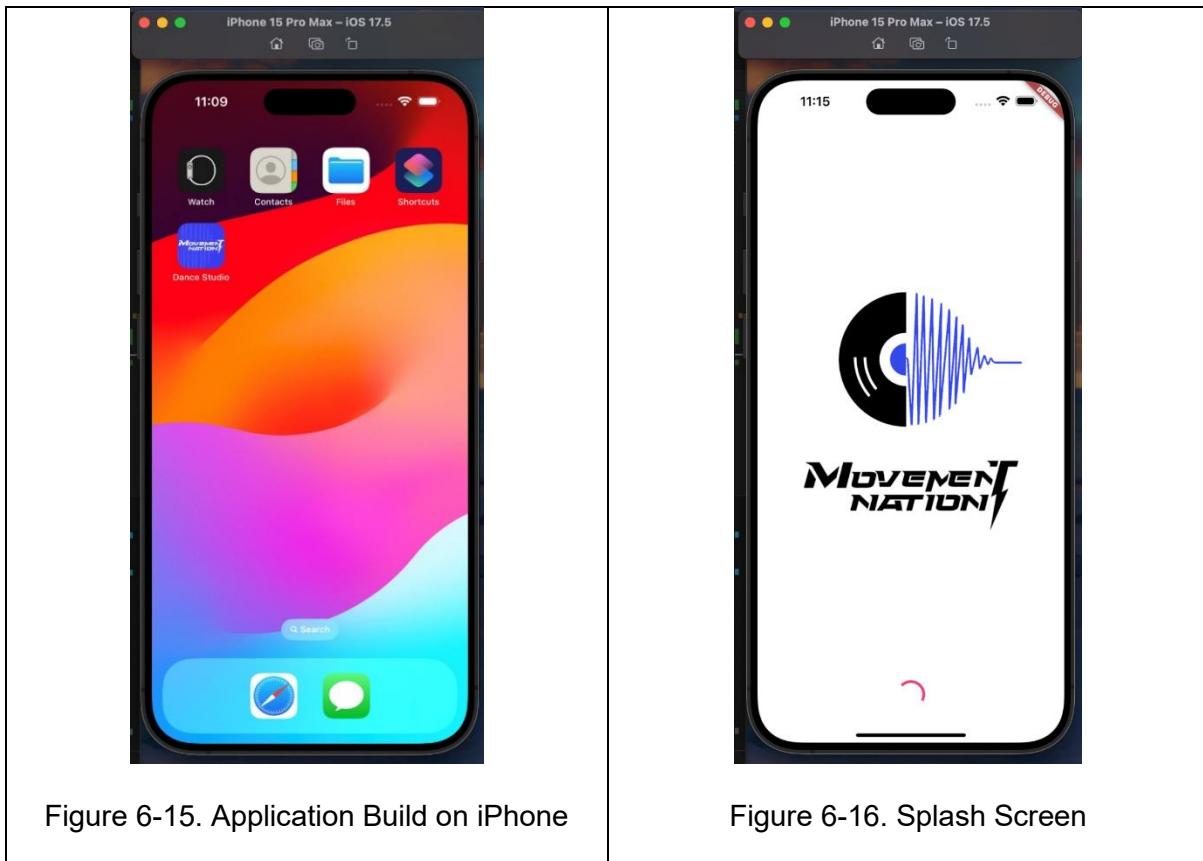


Figure 6-15. Application Build on iPhone

Figure 6-16. Splash Screen

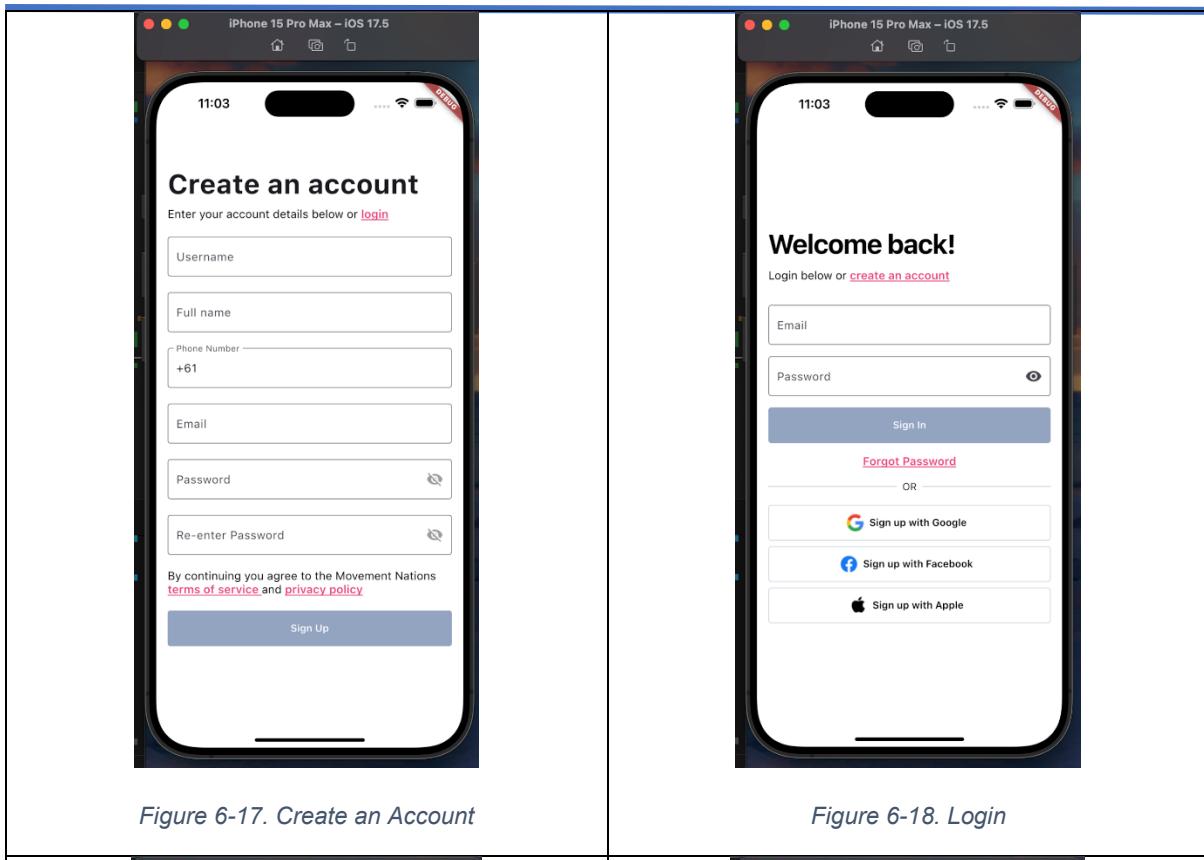


Figure 6-17. Create an Account

Figure 6-18. Login

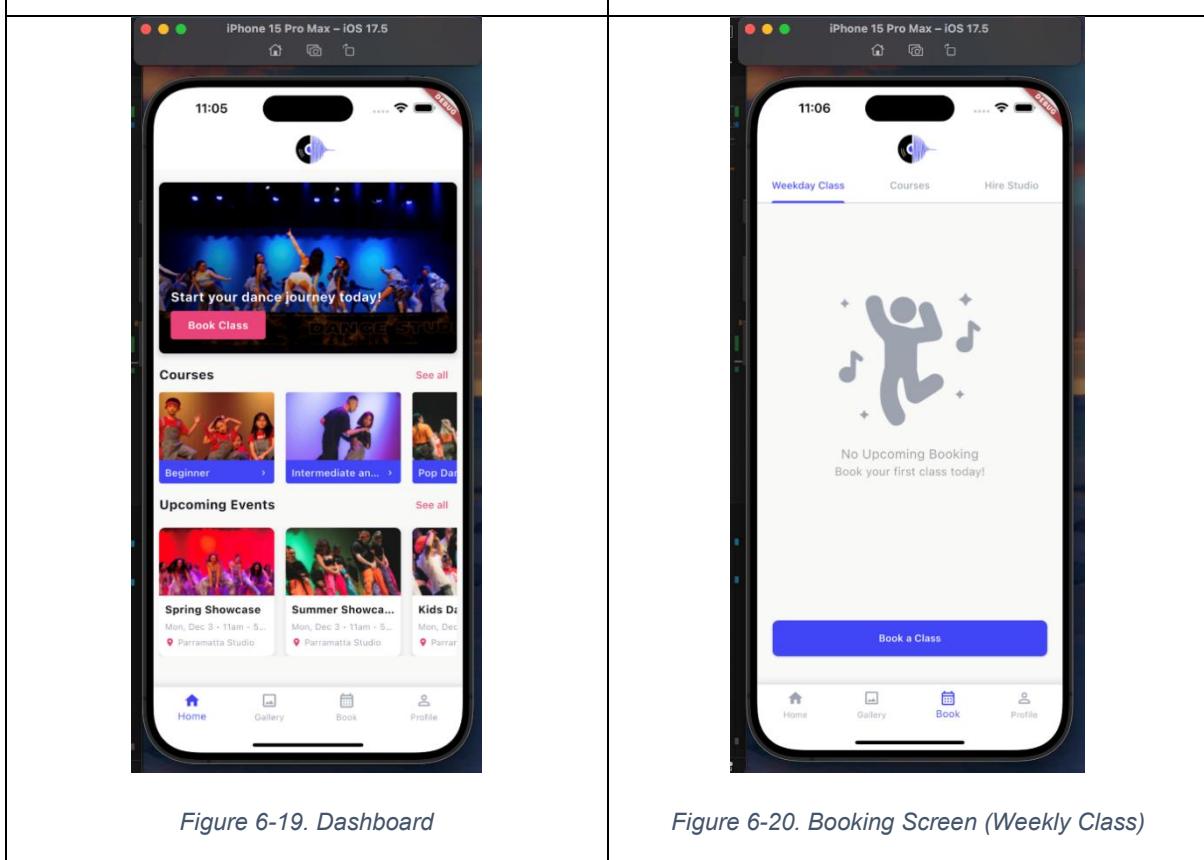


Figure 6-19. Dashboard

Figure 6-20. Booking Screen (Weekly Class)

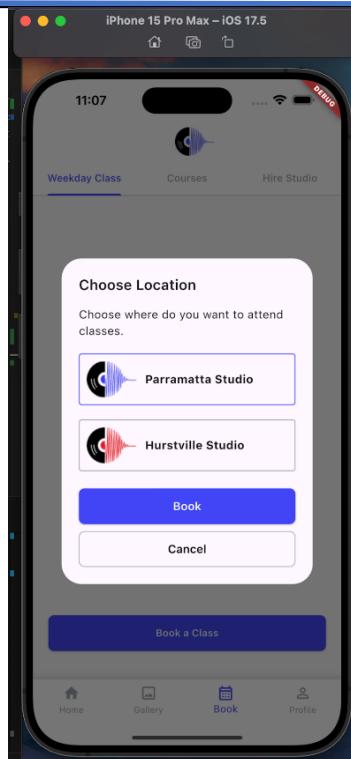


Figure 6-21. Booking Screen (Weekly Class 2)

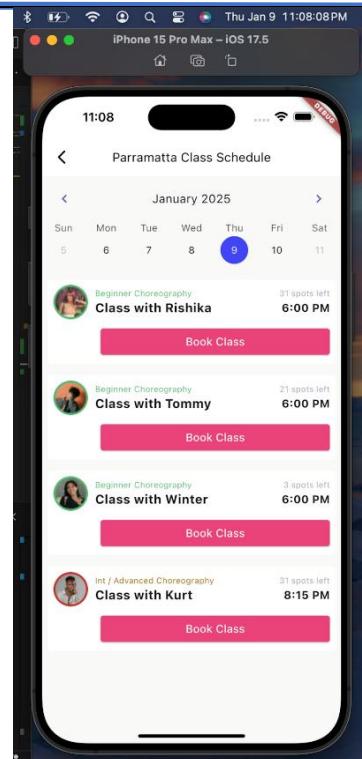


Figure 6-22. Booking Screen (Weekly Class 3)

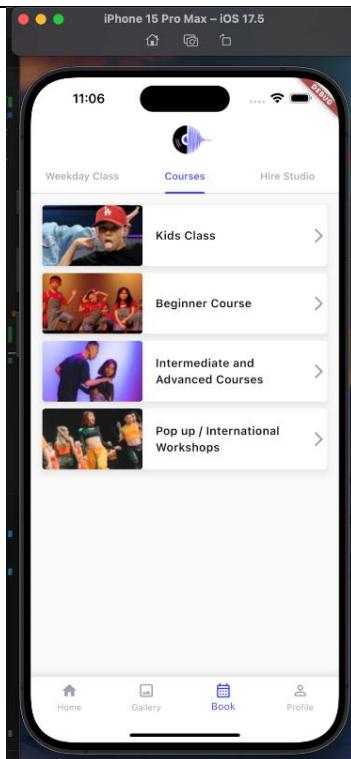


Figure 6-23. Booking Screen (Courses)

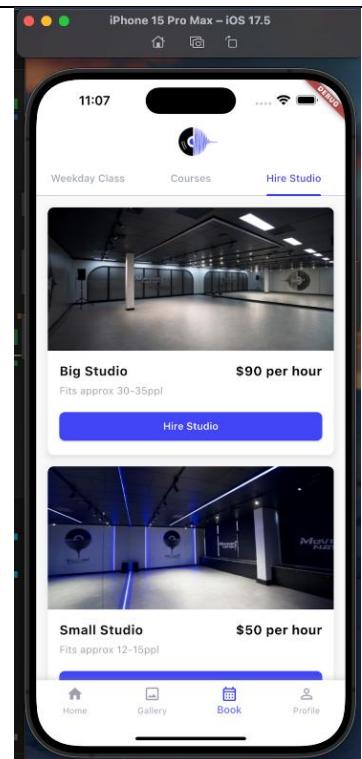


Figure 6-24. Booking Screen (Hire Studio)

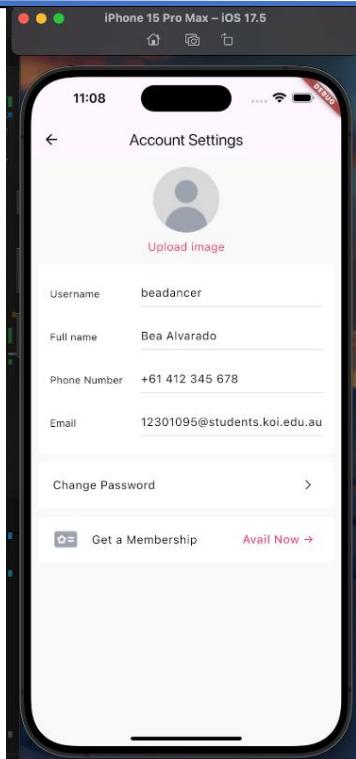


Figure 6-25. Profile (Account Settings)

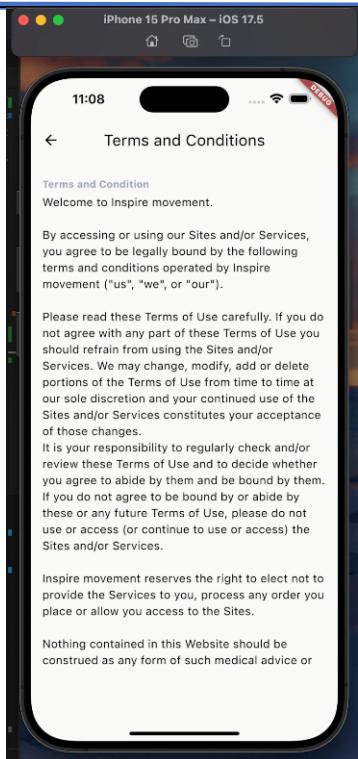


Figure 6-26. Profile (Privacy, Terms & Condition)

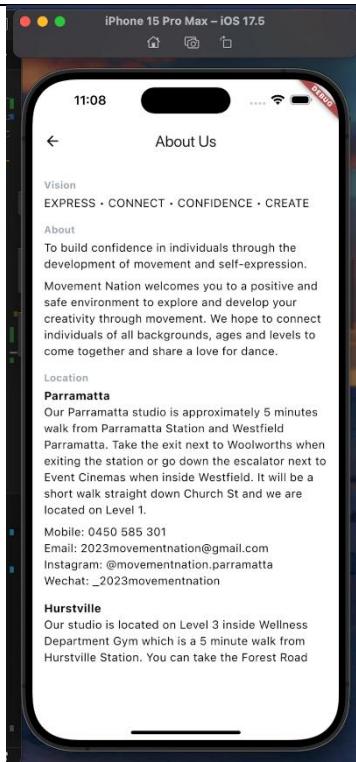


Figure 6-27. Profile (About)

7.0. EVALUATION OF STRATEGY AND PLAN

This project has a goal, objectives and requirements to be done and that are meant to be achieved. To be able to achieve them the proposed strategy and plan made by the team for the past months should be evaluated and analysed. In this section, those strategy, plan and objectives will be evaluated and validated based on the evaluation method that the team chose, which is conducting a survey. The survey has been conducted to collect important information, opinions and to conduct research that will benefit the project's success. The survey was done around early December 2024 and focused on the target market of Movement Nation. In the following section, the results and other relevant analysis will be discussed.

8.0. ANALYSIS RESULT

The outcome of the conducted survey will be put into an analysis. This outcome helps to differentiate between what should be done and what should be improved in the process. To be able to execute the project successfully, the results should be considered and those insights from the target audience would be relevant in navigating and innovating the mobile application.

8.1. Identify Problem

The problem has been identified in Section 2.2. Problem and Solution. The questionnaires from the survey are based on the problems mentioned to help the team analyse and evaluate the proposed solution.

8.2. Understand the Problem

Understanding the problem made it easier for the team because the client itself helped us figure it out. The client gave us the right amount of information for us to move forward in solving those problems. The problem is more likely not a problem but something to improve and innovate on. The team ideate and do a lot of research on how to enhance the mobile application.

8.3. Collect Data

The conducted survey had 46 respondents from all ages and gender. The answers and collected data from the respondents helped the development moving forward. In this section we'll be discussing each question and how this collected data will benefit the project.

One of the most relevant pieces of information that was asked is the reasons why a user would use a dance studio app. This was asked for a purpose of knowing which feature suits best and knowing what benefits the users the most. The results clearly states that 33 respondents answered 'Explore dance services (e.g. classes, courses, showcase, hiring a studio)' and another 33 respondents answered 'Checking dance class schedules ahead of time'. This is relevant to the project as the stakeholders prioritize booking and checking dance class schedules ahead of time and in our dashboard, you could easily explore dance services that are available.

What are the reasons you would use a dance studio app?

[Copy chart](#)

46 responses

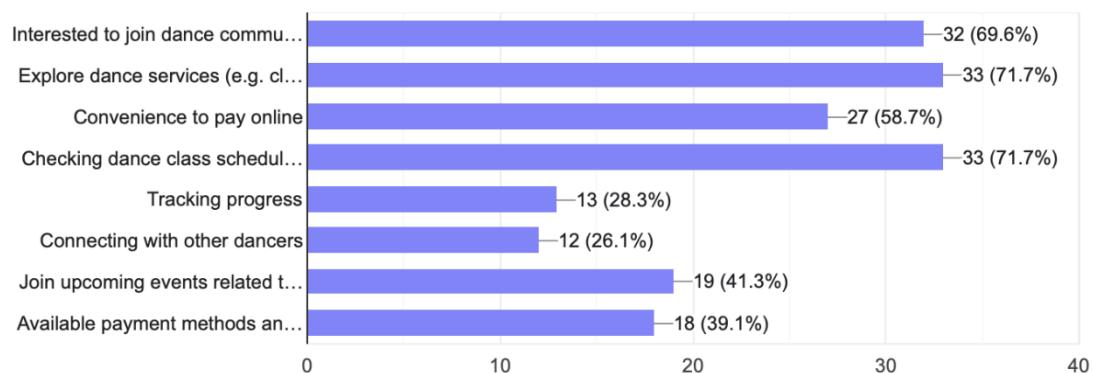


Figure 8-1. Collect Data

8.4. Analyse Data

As the objective and the requirements have been made by the stakeholders, we need to conduct this survey and analyse the need and purpose of having those features. One of the important data and information we need to analyse from the survey is the features they would like to see in a dance studio app.

45 out of 46 respondents have answered 'Class booking and scheduling' which is the main feature and purpose of this application. Second highest was the 'Payment and billing simplicity' which would solve the problem of the project, eliminating manual cancellation of booking. Third, 'Progress tracking (e.g. total classes per month/per year)' which is a feature we have and available in the profile page. This validates the needs of having those features and requirements that have been gathered from the beginning of this project.

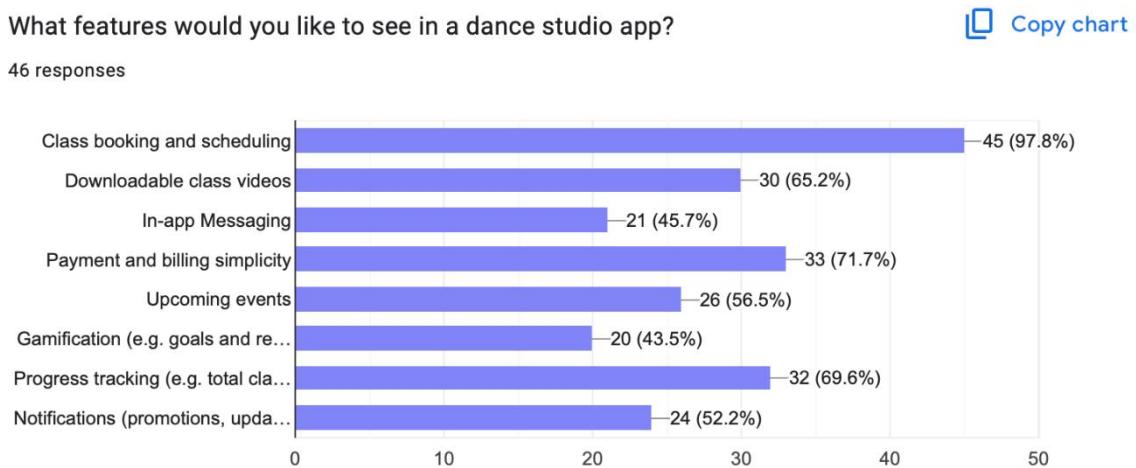


Figure 8-2. Analyse Data

8.5. Identify Possible Solution

One of the problems that Movement Nation is facing in their current platform is having slow system performance. The users experience delays and frustration while using their existing website. In solution, by optimize system performance it will improve load times and responsiveness. In the survey it was asked, what are your biggest frustrations with your current apps? In the survey, 30 respondents answered that it frustrates them having a poor user interface. 29 respondents answered technical issues. Lastly, 26 respondents answered lack of features. This data helps to focus on eliminating and reducing the users' frustration and helps the team to provide solutions. This will benefit the future business' operations and maintain and encourage existing and new users to use and enjoy the mobile application.

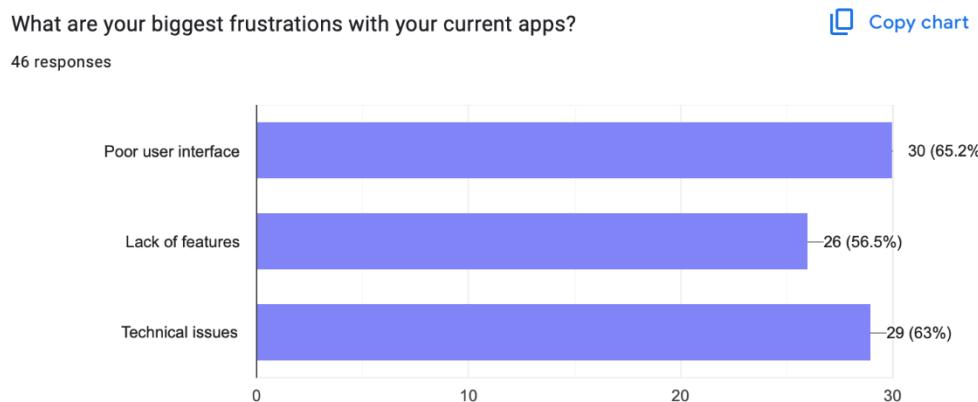


Figure 8-3. Identify Possible Solution

8.6. Select Solution

8.6.1. Mobile Application Performance

As mentioned and explained above, one of the problems that Movement Nation is facing in their current platform is having slow system performance. 42 respondents see the importance of the app to load and respond quickly. With this being said, the team should optimize multiple areas of the application such as code, image, ui, platform-specific, flutter-specific and firebase-specific optimizations. With the use of flutter's devtool, this can optimize code, performance profiling and useful to identify bottlenecks in general.

How important is it for the app to load and response quickly? 5 if you think it's very important and 1 if not important.

[Copy chart](#)

46 responses

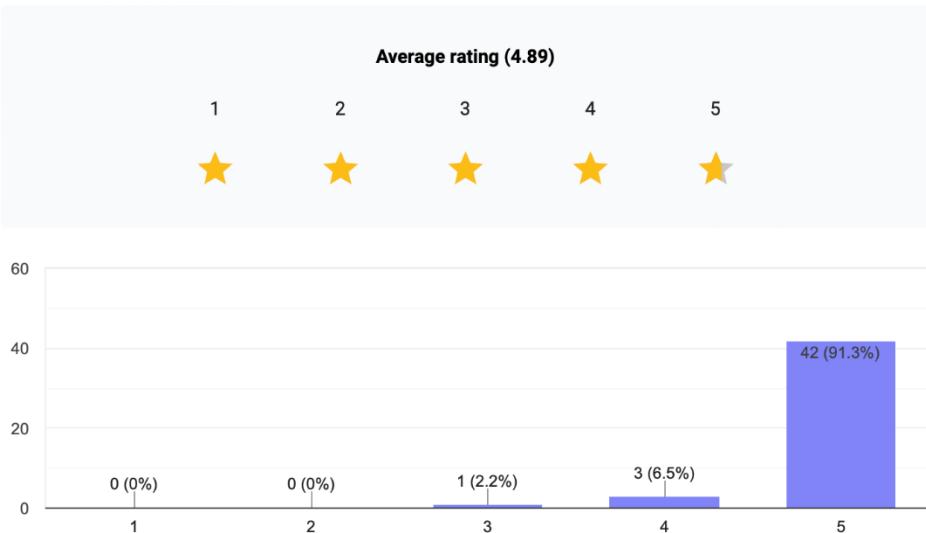


Figure 8-4. Mobile Application Performance

Additionally, see the image below for an informative opinion from a respondent regarding the expected performance of the application.

Overall comments / suggestions / ideas :)

14 responses

Excited for the enhanced booking system! The current website is really slow and this mobile application will help improve newbies who wanted to join classes. P.S. Great idea for the project! Looking forward to see this in the future!

Figure 8-5. Comments, Suggestions, Ideas

8.6.2. User-Centric Design

In terms of user interface and user experience, 40 respondents see the importance of having a mobile application that's easy to use and easy to navigate. As this application is a new product that will be launched, its goal is to encourage Movement Nations' existing and new customers to use the app and consume their services. That is why it is important to showcase the improved user interface and user experience. Also, it is important to sell a product that is easy to use and user friendly.

How important is it for the app to be easy to use and navigate? 5 if you think it's very important and 1 if not important. [Copy chart](#)

46 responses



Figure 8-6. User-Centric Design Reviews

A respondent showed his/her opinion from what she had seen in the user interface of the dashboard. See the image below.

Love the current design, looks straight forward and friendly to use for the user

1 response

Figure 8-7. User-Centric Design Comment

8.6.3. User Experience

The team asked the users by looking at the dashboard design, was it easy for you to find and book a dance class? 93.5% of the respondents say that yes, it is easy for them to navigate. Meaning to say it has a low percentage of having frustrated users in navigating the application and the design works for the existing and new users.

By looking at the dashboard, was it easy for you to find and book a dance class?

46 responses

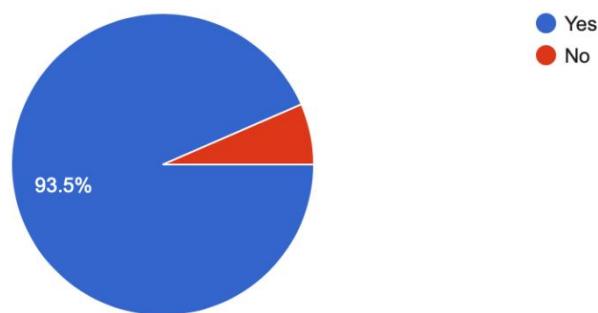


Figure 8-8. User Experience Dashboard Design

The team also asked was it easy for you to find where your profile is located? 91.3% of the respondents said that it was easy for them to find the profile. Profile page is one of the most important parts of the mobile application. This is where you can see your details, features like progress tracking, privacy, terms and conditions and many more. Overall, the proposed user interface is well designed for the new and existing users.

By looking at the dashboard, was it easy for you to find where your profile is located?

46 responses

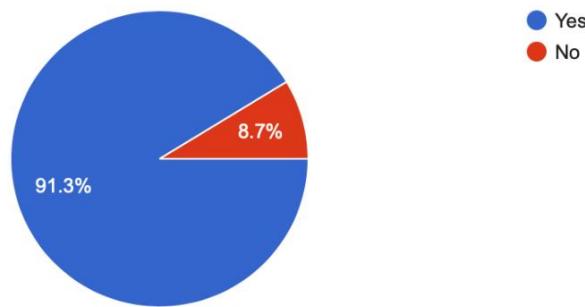


Figure 8-9. User Experience Profile Location

8.7. Implement Solution

As part of the project objectives, this mobile application will only implement the IOS version and later on, develop its Android version. We asked in the survey the preference of them in using a mobile application, 76.1% of the respondents said that they prefer IOS than Android. Meaning to say that the stakeholders made the right decision in prioritizing and implementing the IOS version of the mobile application. This mobile application is coded in flutter which is a cross platform, one of the reasons why flutter is the tool used for the development is because it will benefit the future development of the mobile application for Android users.

What device do you prefer to use for mobile apps?

46 responses

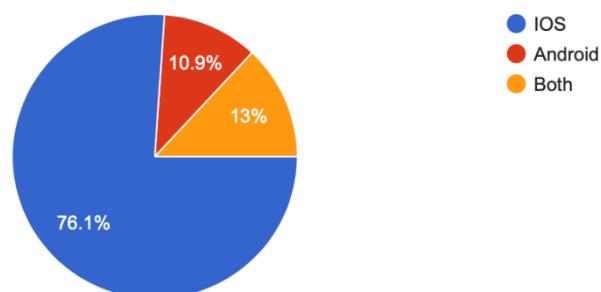


Figure 8-10. Implement Solution

9.0. FUNCTIONAL TESTING

The team conducted functional testing to investigate whether each application feature works as per software requirements. Functional testing is beneficial to this project because the team prioritises the expected requirements by the client. With the use of functional testing it verifies if the application matches its proposed design.

The functionality that we're tested are the following:

i. Authentication

a. Create Account

TESTER NAME: LOVELY PAULINO [TEST LEAD]	PROJECT / TEST CYCLE: MNTC-001	TEST PURPOSE: Verifies if the application matches its proposed design	
TEST DATE: JANUARY 9, 2025	TEST PLATFORM: iOS	BUILD ID: 005	
LANGUAGE TESTED: ENGLISH	DEVICE / BROWSER: iPHONE 15 PRO MAX		
Step #	Test Step	Expected Result	Actual Result
Test Condition: Successful Creation of Account			
1	From the login page, the user can click the create an account	Expect the same flow with the UI design	As expected.
2	The user will input their credentials from the input field	Expect the same flow with the UI design. The data entered will reflect and recorded to the database and can be used as Login Credentials.	As expected. Functionality and validations are also applied to password and re-enter password.
3	Once the user completed the form, it will be directed to the dashboard	Expect the same flow with the UI design	As expected.

Test Condition: Successful Creation of Account

b. Basic Login

Step #	Test Step	Expected Result	Actual Result	Pass/Fail
Test Condition: Successful Login using Email and Password				
4	Enter Email Credential	Email is entered correctly and the user credentials will be logged and recorded in the database	As expected.	Pass
5	Enter Password Credential	Email is entered correctly and the user credentials will be logged and recorded in the database	As expected.	Pass
6	Click Login Button to enter the dashboard	Loading indicator will appear before logging in to dashboard	Backend terminal logs after successful login: POST request to /auth/login Login request received: test15@movementnation.com User exists in Firebase Auth: oOUHy3zZhDaAcuAtzKkp56UlaG2 Firebase Authentication successful for user: test15@movementnation.com User data fetched from Firestore: { email: 'test15@movementnation.com', phoneNumber: '+61477665588', package: null, promo: false, createdAt: Timestamp {_seconds: 1735799534, _nanoseconds: 181000000 }, creditBalance: 15, profileImage: 'data:image/png;base64,/9j/4AAQSkfullName: 'Test Fifteen', username: 'testfifteen15'	Pass

Test Condition: Successful Login using Email and Password

c. Account Settings

Step #	Test Step	Expected Result	Actual Result	Pass/Fail
Test Condition: Edit Account Details from Profile Page				
7	Go to Profile Page and click the Account Settings	Expect the same flow with the UI design	As expected.	Pass ▾
8	Tap the details and edit the entered credentials such as name, phone number and email	Every user details can be updated real time. The functionality should be working and saving the edited credentials.	Every time Account Settings is accessed, "GET request to /auth/account-settings" is sent to the terminal of backend.	Pass ▾

Test Condition: Successful Login using Email and Password

d. Change Password

Step #	Test Step	Expected Result	Actual Result	Pass/Fail
Test Condition: Change Password				
9	Go to Profile Page and navigate to Account Settings	Expect the same flow with the UI design	As expected.	Pass ▾
10	From account settings, users should see the change password	Expect the same flow with the UI design	As expected.	Pass ▾
11	Click the change password and input the needed fields	Changes and updates the password in real time Must provide current password New Password and Re-enter New Password must abide with password Restrictions.	Backend: POST /auth/change-password	Pass ▾

Test Condition: Change Password

e. Logout

Step #	Test Step	Expected Result	Actual Result	Pass/Fail
Test Condition: Logout Functionality				
13	From the profile page, the user should see the Logout button	Expect the same flow with the UI design	As expected.	Pass ▾
14	The user can click the Logout button	Ensures that profile is properly logged out by clearing the user data and going back to default settings.	Phases: Logout initiated... SharedPreferences cleared. User data in UserProvider cleared. Navigated SplashScreen. User data cleared and reset to default. Profile image in UserProvider: assets/images/Avatar.png Navigating to LoginScreen... SharedPreferences cleared on login screen load. UserProvider cleared on login screen load. User data cleared and reset to default. Profile image in UserProvider: assets/images/Avatar.png	Pass ▾
15	The user will be directed to the splash screen	Expect the same flow with the UI design	As expected.	Pass ▾

Test Condition: Logout Functionality

- ii. Dashboard
- iii. Book
 - a. Weekly Class Booking
 - b. Payment Method
- iv. Profile
 - a. About
 - b. Booking History
 - c. About
 - d. Privacy, Terms and Conditions

10.0. ETHICAL ISSUES

As the technology of mobile application advances, it becomes significantly important for mobile application developers to practice ethical dilemmas and responsibilities that are highly incorporated in emerging technologies such as AI, data privacy and data protection. Movement Nation Project is highly focused on data privacy and data protection as users of the application will increase as time passes by.

10.1. App Permission Requests

A great mobile application will always ask the permission of the users to have access to parts of their smartphones such as the camera and GPS on smartphones. Permission requests should only be used when the application uses necessary information for it to function properly. With Permission request, it protects the sensitive information coming from the device (Scacca, 2019).

10.2. Minimize Distractions

As the mobile application of Movement Nation primarily focuses on the booking management system of the studio, the application must limit notifications from the users and respect the users' time. ESPWorkers (2023) mentions that "the application must have no manipulative design tactics to make users spend extravagant money or time in the application."

10.3. Promoting Positively

Ethical mobile applications must avoid harm and provide responsible usage (ESPWorkForce, 2023). The mobile application must not promote bullying, hate speeches or any type of illegal activities.

10.4. Data Encryption

Mobile developers must focus in data encryption to protect the data of the users. Through the implementation of strong encryption algorithm such as asymmetric encryption, the developers protect the sensitive information from the users such as their passwords, card details and personal data (MoldStud, 2024).

10.5. Secure Authentication

Developers must employ two-step authentication and biometric authentication to secure the mobile application of Movement Nation. Through this authentication, hackers will have a hard time gaining unauthorized access to the users' accounts.

10.6. Regular Patch and Updates Management

The mobile application developers must release regular patch and updates to newly discovered security issues. The developers of Movement Nation must be updated in the latest security vulnerabilities and threats.

11.0. CONCLUSION AND RECOMMENDATION

The mobile application is intended to streamline the process of booking and membership management for the users. The targeted audience of the mobile applications\ is filtered and only focused on individuals who are current members of Movement Nation 2020 Pty Ltd and the future members.

The paper aims to provide the plan for a fully working mobile application, that will provide notifications, see the profiles, updates regarding the dance studio and book classes with ease. The mobile application will use Dart and Flutter as the main core of Front-End Development. The back-end development will be utilizing Node.js as the core program, deploy Firebase as the server, and implement Firestore as the database of the mobile application.

With the use of Agile Scrum methodology, the T324 project was divided into iterative sprints that ensured adaptability and efficient development. The project utilized tools such as Milestones and Gantt Chart to keep track of the project's progress. A work breakdown structure is made to divide the load of work evenly through the members. While developing the application's prototype through Figma, ethical issues are already addressed such as the user authentication and promoting positivity in the interface.

With constant meeting and updates from the client, the group has planned to implement the project by January 2025 as shown in the Gannt Chart. The functionalities and all requirements will be forwarded to the client.

REFERENCES

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APPENDIX A – CLIENT MEETING MINUTES

User Interface



Beatriz ALVARADO <12301095@students.koi.edu.au>

User Interface

3 messages

Beatriz ALVARADO <12301095@students.koi.edu.au>

19 August 2024 at 23:31

To: 2023movementnation@gmail.com

Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au, 12300983@students.koi.edu.au

Good Day Tracey,

I know that you are on your holiday and I hope you are having a lot of fun. I would love to update you regarding the project as we progress with our designs and of course, highlight the features you're expecting from us.

Feel free to let us know what you think about our project and if we reach your expectations too.

Here are the following user interface and user experience design:

1. Login and Main Screens
2. Book a Class
3. Book course
4. Hire a studio
5. Avail Package
6. Get a membership
7. Rate Course
8. Register upcoming events

Link:

https://drive.google.com/drive/folders/1nRFZVs1X8gfmXmgk0zwHp6Po21Pt05c9?usp=share_link

Thank you so much and have a great holiday ahead :)

Regards,
Bea

Movement Nation Parramatta <2023movementnation@gmail.com>

26 August 2024 at 23:27

To: Beatriz ALVARADO <12301095@students.koi.edu.au>

Hi Bea,

Just had a look at the google drive videos and it's great! Really cool and user-friendly system it seems like. Definitely something we would use for the studio :) Thank you for the update, so far so good, I'm happy with everything!

Kind regards,
Movement Nation

[Quoted text hidden]

Kind regards,
Movement Nation | Studio Reception



Direct 0450 585 301
Email: admin@movementnation.com.au

Website: <https://www.movementnation.com.au/>
Hurstville Instagram: movementnationdancestudio
Parramatta Instagram: movementnation.parramatta

Please consider the environment before printing this email

Beatriz ALVARADO <12301095@students.koi.edu.au>
To: Movement Nation Parramatta <2023movementnation@gmail.com>

27 August 2024 at 12:10

Good day,

Thank you so much for the feedback! We appreciate your time for reviewing them!

We have weeks left for the project and in two weeks time, we'll be presenting this project to our class. I will let you know beforehand if there are other requirements needed from your end. Thank you so much! :)

Enjoy your holidays!

Regards,
Bea

[Quoted text hidden]

Branding



Beatriz ALVARADO <12301095@students.koi.edu.au>

logo

1 message

Movement Nation Parramatta <2023movementnation@gmail.com>
To: Beatriz ALVARADO <12301095@students.koi.edu.au>

1 August 2024 at 21:06

Hey Bea,

I have attached the logos - it is transparent so once you open it, it will show the proper logo.

Kind regards,
Movement Nation | Studio Reception



Direct: 0450 585 301
Email: admin@movementnation.com.au
Website: <https://www.movementnation.com.au/>
Hurstville Instagram: movementnationdancestudio
Parramatta Instagram: movementnation.parramatta

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3 attachments



WhatsApp Image 2024-07-09 at 15.42.44.jpeg
27K



WhatsApp Image 2024-07-08 at 23.15.07.jpeg
24K



WhatsApp Image 2024-07-08 at 23.15.11.jpeg
69K

Questions as Part of the Client Meeting & Supervisor Agreement



Beatriz ALVARADO <12301095@students.koi.edu.au>

Questions as part of the Client Meeting

3 messages

Beatriz ALVARADO <12301095@students.koi.edu.au>

25 July 2024 at 16:20

To: 2023movementnation@gmail.com

Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au, Happy PAKHRIEN <12202163@students.koi.edu.au>, 12300983@students.koi.edu.au

Hi Tracey,

As we talked about via text, email is the best way to answer the questions. Just to have a recap about **Dance Studio Booking and Management App** that I mentioned in the previous email, here's the needs and purpose of the said project.

Movement Nation Dance Studio currently uses their website to manage bookings. To have a good booking experience and to innovate the existing platform, this initial proposal outlines the development of a mobile application for a dance studio. The app caters to both users (students/dancers) and studio staff (admins and coaches).

Needs and Purpose:

- **Users:** Users will benefit from a convenient platform to book classes, courses, and studio rentals, manage memberships, access a personalized dashboard, track progress, and connect with the dance community.
- **Studio (Admins & Coaches):** The app empowers studio staff with efficient class scheduling, student management, attendance tracking, financial reporting, secure communication, and a platform for promoting events and building a community.

The questions will help our group improve the features and the whole user experience of the platform. The questions are divided into two parts, feel free to take your time answering these questions.

Main Questions:

1. Problem in your current system:

Tell us the problems you encountered that made you want to improve your booking system.

2. User Goal:

In this part tell us your expectations. Tell us the main functions you wanted to see at the end of the project. Both for Users/Dancers (who are the main target market of the app) and share us your expectations as owners/admins. The purpose of this question is to know your ideas, insights and expectations towards the project. For example:

a. Users/Dancers can book thru the app and pay thru the app

b. Users/Dancers can view the class schedule for the week

c. Admin/Owners can view the attendees of each class

Other than your written expectations, we will also send you lists of user goals. From that list, you will have the opportunity to tell us which one you prefer and not, which one is important to you and not or which one is useful to your team and not.

Additional Questions:

1. Booking and Membership Management:
 - a. What types of dance classes and courses do you offer (e.g., beginner, advanced, workshops)?
 - b. Are you interested in offering tiered membership options with different benefits? (e.g., monthly, quarterly, annual)
 - c. Do you offer competitive dance programs? Would the app need functionality for tracking competition performance?
 - d. How do people hire your studio? Do they call you to book?
2. Admin and Coach Functionality:
 - a. How many users in your team are using your current system/website? Are these the admin and the coach only? Are there any other specific roles who needed to be added?
 - b. What are your current methods for scheduling classes and managing coaches availability?
 - c. How do you currently track student attendance and manage payments?
 - d. What kind of reports would be most valuable for you to track (e.g., class attendance, revenue)?
3. User Preferences and Expectations:
 - a. Would your students be interested in filtering class searches by specific dance styles or music genres?
 - b. How important are coaches bios and class descriptions for student enrollment?
 - c. Would offering waitlist functionality for oversubscribed classes be beneficial?
4. Payment Processing:
 - a. What payment methods do your students typically use (credit card, debit card, apple wallets, after pay)?
5. Additional Functionalities:
 - a. Do you envision the app offering any features beyond booking and management (e.g., music library, dance tutorials)?
6. Monetization Strategies:
 - a. Beyond class fees and memberships, would you be interested in exploring other revenue streams through the app (e.g., in-app purchases for merchandise)?

Thank you so much for your time in advance. Your answers will benefit us in making this project into a success.

If you have any questions, clarifications or any ideas you want to share don't hesitate to contact me.

Regards,
Bea

Movement Nation Parramatta <2023movementnation@gmail.com>
To: Beatriz ALVARADO <12301095@students.koi.edu.au>

29 July 2024 at 21:42

Main Questions:

1. Problem in your current system:
Tell us the problems you encountered that made you want to improve your booking system.
 - system can be quite slow or has a few seconds buffer time making it less convenient - main problem as there are times where customers think the website or app doesn't work but in reality it is because it is taking some time to load
 - when using packages such as 'bring a bestie' which is where two people can take a class for cheaper \$35 and one person has to be a new customer, we found that some people will still purchase it even if both have attended the studio. no way for us prevent them from purchasing

-
- booking cancellations have to be manually sorted to add a class credit or put a session back into package which can be hard to track
 - when booking/checking people in, there is no custom option to mark how they have paid, would be great if we would add 'free trial', 'make up session' etc. rather than just paid \$22 or package

2. User Goal:

In this part tell us your expectations. Tell us the main functions you wanted to see at the end of the project. Both for Users/Dancers (who are the main target market of the app) and share us your expectations as owners/admins. The purpose of this question is to know your ideas, insights and expectations towards the project. For example:

- a. Users/Dancers can book thru the app and pay thru the app
- b. Users/Dancers can view the class schedule for the week
- c. Admin/Owners can view the attendees of each class

Other than your written expectations, we will also send you lists of user goals. From that list, you will have the opportunity to tell us which one you prefer and not, which one is important to you and not or which one is useful to your team and not.

- All three things mentioned above. Users can book through the app, will also be great for each class to have a link to the teacher's video so they have an idea. Either link to instagram or youtube, or any video.
- booking cancellations made 24hrs prior to the class will be automatically credit with class credit
- admin can create custom options for how something is paid for, e.g. we can add option that is free trial
- as admin, we can create weekly subscriptions as well as term payments (for kids classes) and this can be edited based on the customer. E.g. we have a 10 week crew susbcription, however we can also edit this once it is purchased by a customer to be 8 weeks instead (in the case where they cant attend last few weeks).
- as admin, we can create kids class groups where parents can create an account so we can add them to the class group list. We can track payments here, and also communicate with parents. can also create group chats/forums to send kids dance videos.

Additional Questions:

1. Booking and Membership Management:

- a. What types of dance classes and courses do you offer (e.g., beginner, advanced, workshops)? beginner, intermediate and advanced, also pop up/international workshops
- b. Are you interested in offering tiered membership options with different benefits? (e.g., monthly, quarterly, annual) something similar yes e.g. 10 weeks subscription for a crew / also term membership for kids classes
- c. Do you offer competitive dance programs? Would the app need functionality for tracking competition performance? not exactly, but something to track performance for kids classes would be good, so we can track their progress
- d. How do people hire your studio? Do they call you to book? hire is usually done manually, call or messages so an online hire system where they can check availability and book would be great

2. Admin and Coach Functionality:

- a. How many users in your team are using your current system/website? Are these the admin and the coach only? Are there any other specific roles who needed to be added? approximately 6-8, including staff/reception and manager/director. no teacher roles but that would be useful for teachers to be able

-
- to check their own class lists and student names (but only for their class)
 - b. What are your current methods for scheduling classes and managing coaches availability? simply messaging the teacher and asking for their available times
 - c. How do you currently track student attendance and manage payments? all done through wix, students pay online and it shows or if person we can mark them as paid. When they attend, we have the option to mark them as attended or no show.
 - d. What kind of reports would be most valuable for you to track (e.g., class attendance, revenue)? class attendance, revenue, recurring customers, new customers (e.g. how many new customers per month, which class do they attend), customer retention
3. User Preferences and Expectations:
- a. Would your students be interested in filtering class searches by specific dance styles or music genres? potentially yes! that would likely be helpful for them
 - b. How important are coaches bios and class descriptions for student enrollment? not too important, they generally refer to videos to know who's class to take
 - c. Would offering waitlist functionality for oversubscribed classes be beneficial? yes but it is not that important
4. Payment Processing:
- a. What payment methods do your students typically use (credit card, debit card, apple wallets, after pay)? credit/debit card mainly or in person done through square up or cash
5. Additional Functionalities:
- a. Do you envision the app offering any features beyond booking and management (e.g., music library, dance tutorials)? dance tutorials yet, community forum for chats and stay updated on new classes etc.
6. Monetization Strategies:
- a. Beyond class fees and memberships, would you be interested in exploring other revenue streams through the app (e.g., in-app purchases for merchandise)? yes definitely

Kind regards,

Movement Nation | Studio Reception



Direct: 0450 585 301
Email: admin@movementnation.com.au
Website: <https://www.movementnation.com.au/>
Hurstville Instagram: movementnationdancestudio
Parramatta Instagram: movementnation.parramatta

Please consider the environment before printing this email

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Project Supervision Agreement T224.pdf
191K

Beatriz ALVARADO <12301095@students.koi.edu.au>

31 July 2024 at 13:23

To: 12300983@students.koi.edu.au, 12301035@students.koi.edu.au, 12301175@students.koi.edu.au, Happy PAKHRIEN <12202163@students.koi.edu.au>

Initial Project Proposal and Requirements [Mobile Application]



Beatriz ALVARADO <12301095@students.koi.edu.au>

Initial Project Proposal and Requirements [Mobile Application]

5 messages

Beatriz ALVARADO <12301095@students.koi.edu.au>
To: 2023movementnation@gmail.com
Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au

11 July 2024 at 15:58

Good Day Tracey,

This is Bea the main contact person for this project. Firstly, I wanted to thank you for your time in participating in the project. As I mentioned earlier in today's call I'll email you the information you need to know about the project, Dance Studio Booking and Management App.

Movement Nation's Involvement:

1. Initial Project Proposal and Requirements - it's the details below that needs to be modified and agreed by Movement Nation. *Your reply to this email will be forwarded to my professor too.*
2. Industrial Agreement - this will come from us once our professor approves the complexity of the project that is required for us. This needs to be signed by Movement Nation that serves as an official agreement that Movement Nation will participate in the said project.
3. Client Meeting - these are questions that need to be answered by Movement Nation related to the project, a maximum of 10 potential questions and can be done via email, in person or via zoom or phone call. Depending on the availability of Movement Nation. This will be done some time in the middle of the project.
4. This semester our final output will be a **prototype** of the said mobile application and we, the students, **need to meet Movement Nation's expectations and the requirements** that will be finalized below.

*Please have the free will to modify all the information below and add additional requirements needed for this project. Please copy paste the details below and email us back with the **highlighted requirements and features** you wanted for us to deliver.*

Movement Nation Dance Studio currently uses their website to manage bookings. To have a good booking experience and to innovate the existing platform, this initial proposal outlines the development of a mobile application for a dance studio. The app caters to both users (students/dancers) and studio staff (admins and coaches).

Needs and Purpose:

- **Users:** Users will benefit from a convenient platform to book classes, courses, and studio rentals, manage memberships, access a personalized dashboard, track progress, and connect with the

dance community.

- **Studio (Admins & Coaches):** The app empowers studio staff with efficient class scheduling, student management, attendance tracking, financial reporting, secure communication, and a platform for promoting events and building a community.

Features:

The app offers a comprehensive suite of features for both users and the studio:

A. User Features

1. User Authentication and Profiles
2. Dashboard - displays upcoming class bookings, studio bookings, course registrations, and event reminders.
3. Studio Hire Management
4. Advanced Membership Management
5. Advanced Weekday Class Booking
6. Waitlist Management
7. Courses Booking
8. Progress Tracking - students can track their learning journey, completed modules, and skill development
9. Gamification - points and badges for attending classes, completing courses, and achieving milestones.
10. Payment Processing - integrate with multiple payment gateways (After Pay etc.) *feel free to mention the payment gateways you wanted to use.*
11. Media Gallery
12. Push Notifications
13. In-App Chat
14. Community Forum
15. Reviews and Ratings

B. Admin Features

1. User Authentication and Profiles
2. Studio Management Tools - Provide studio staff with tools for managing class schedules, coaches, attendance, and finances.
3. Advanced Analytics and Reporting - Generate detailed reports on class attendance, membership statistics, and revenue and track marketing campaign performance and user engagement.
4. In-App Chat
5. Push Notifications
6. Payment Processing - integrate with multiple payment gateways (After Pay etc.)
7. Media Gallery - Ability to upload and share videos and photos of classes, performances, and events.

If you have any questions, please feel free to message me via phone or email. We really do appreciate

your time and effort in helping us with this project :)

Thank you so much,
Bea

Movement Nation Parramatta <2023movementnation@gmail.com>
To: Beatriz ALVARADO <12301095@students.koi.edu.au>

11 July 2024 at 20:21

Hi Bea,

Thank you for your email. We confirm and look forward to working with you on this project!

Needs and Purpose:

- **Users:** Users will benefit from a convenient platform to book classes, courses, and studio rentals, manage memberships, access a personalized dashboard, track progress, and connect with the dance community.
- **Studio (Admins & Coaches):** The app empowers studio staff with efficient class scheduling, student management, attendance tracking, financial reporting, secure communication, and a platform for promoting events and building a community.

Features:

The app offers a comprehensive suite of features for both users and the studio:

A. User Features

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3. Studio Hire Management
4. Advanced Membership Management
5. Advanced Weekday Class Booking
6. Waitlist Management
7. Courses Booking
8. Progress Tracking - students can track their learning journey, completed modules, and skill development
9. Gamification - points and badges for attending classes, completing courses, and achieving milestones.
10. Payment Processing - integrate with multiple payment gateways (After Pay etc.) *feel free to mention the payment gateways you wanted to use > currently using squareup for payments, maybe a way to connect to this?*
11. Media Gallery
12. Push Notifications

-
- 13. In-App Chat
 - 14. Community Forum
 - 15. Reviews and Ratings

B. Admin Features

- 1. User Authentication and Profiles
- 2. Studio Management Tools - Provide studio staff with tools for managing class schedules, coaches, attendance, and finances.
- 3. Advanced Analytics and Reporting - Generate detailed reports on class attendance, membership statistics, and revenue and track marketing campaign performance and user engagement.
- 4. In-App Chat
- 5. Push Notifications
- 6. Payment Processing - integrate with multiple payment gateways (After Pay etc.)
- 7. Media Gallery - Ability to upload and share videos and photos of classes, performances, and events.

I have read above and everything is relevant to what we would look for in a booking app! Nothing I can think of that would need to be added on. Feel free to send through questions and I'll get those answered as soon as possible, thank you!

Kind regards,
Movement Nation | Studio Reception



Direct: 0450 585 301
Email: admin@movementnation.com.au
Website: <https://www.movementnation.com.au/>
Hurstville Instagram: movementnationdancestudio
Parramatta Instagram: movementnation.parramatta

Please consider the environment before printing this email

[Quoted text hidden]

Beatriz ALVARADO <12301095@students.koi.edu.au>
To: Saeid Iranmanesh <saeid.iranianesh@koi.edu.au>
Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au

15 July 2024 at 19:54

Good Evening Sir,

Here's the email from our selected company, Movement Nation.

[Quoted text hidden]

Saeid Iranmanesh <saeid.iranianesh@koi.edu.au>
To: Beatriz ALVARADO <12301095@students.koi.edu.au>
Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au

15 July 2024 at 20:41

Good Project.

I just updated the Moodle for your group.

Regards,
Saeid

[Quoted text hidden]

Beatriz ALVARADO <12301095@students.koi.edu.au>
To: Saeid Iranmanesh <saeid.iranmanesh@koi.edu.au>
Cc: 12301035@students.koi.edu.au, 12301175@students.koi.edu.au

15 July 2024 at 20:46

Thank you for your approval sir and the changes you've made in the moodle.
Our group will move forward in project planning.

Again, we appreciate your quick response. Have a great week ahead!

Regards,
Beatriz

[Quoted text hidden]

APPENDIX B – TASK DISTRIBUTION

Tasks Category	Leader	Other Team Members	Primary Tasks	Secondary Tasks
Project Management	Beatriz Alvarado	Lovely Paulino, John Benny Austria,	- Creation of proposals communicating with the client, setting up client meetings and creating MOMs.	- Communicate with the client - Setting Client Meetings - Creating MOMs
UI UX Design/ Prototyping	Beatriz Alvarado	Lovely Paulino, John Benny Austria	- Creation of user interface (UI) and user experience (UX) of the software.	- Create a prototype
Front-end Development	Beatriz Alvarado	Lovely Paulino, John Benny Austria	Developing the user interface (UI) and user experience (UX) of the software.	- Do Unit Testing and Integration Testing
Back-end Development	John Benny Austria	Beatriz Alvarado, Lovely Paulino	Developing the server-side logic and functionalities of the software.	- Do Database Testing and Test the flow of program
Database Design & Management	John Benny Austria	Beatriz Alvarado, Lovely Paulino	Designing, creating, and managing the database used by the software.	- Design database structure
Quality Assurance	Lovely Paulino	Beatriz Alvarado, John Benny Austria	Ensuring the quality of the software	- Write Test Cases
Documentation	Lovely Paulino	Beatriz Alvarado, John Benny Austria	Creating and maintaining user manuals, technical documentation, and API documentation.	- Finalize document - Arrange document neatly

APPENDIX C – WEEKLY LOG (CAPSTONE 2)

Meeting Minutes – Week 1

Location: KOI

Date: 30/10/24

Time: 09:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Division of workload between team members.
2. Meeting with the client for updates.

Action Items

Item Description	Responsible	Due Date
Division of workload	Beatriz	08/11/24

Meeting Minutes – Week 2

Location: KOI

Date: 06/11/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

- Organize a meeting with the client for updates on the project.
- Setting up the structure of the database.
- Timeline for the project.

Action Items

Item Description	Responsible	Due Date
Arrange client meeting to discuss updates on project	Beatriz	15/11/24
Database structure	Lovely	20/11/24
Timeline for the project	All	10/11/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Division of workload	Beatriz	08/11/24	Done

Meeting Minutes – Week 3

Location: KOI

Date: 13/11/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Finalized Database structure
2. Start of Backend codes (User authentication, Registration/Login and Logout)
3. Start of Frontend codes (Home Navigation)

Action Items

Item Description	Responsible	Due Date
Finalized Database structure	Lovely	20/11/24
Start of Backend codes (User authentication, Registration/Login and Logout)	Lovely and Benny	20/11/24
Start of Frontend codes (Home Navigation)	Beatriz	20/11/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Arrange client meeting to discuss updates on project	Beatriz	15/11/24	Done
Database structure	Lovely	20/11/24	For improvement
Timeline for the project	All	10/11/24	Done

Meeting Minutes – Week 4

Location: KOI

Date: 20/11/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Sprint Review for Sprint 1
2. Git first push of updates
3. Backend Codes Revisions (User authentication, Registration/Login and Logout)
4. Frontend Codes Revisions (Home Navigation)
5. Database Structure review
6. Sprint opening for Sprint 2

Action Items

Item Description	Responsible	Due Date
Backend Codes Revisions (User authentication, Registration/Login and Logout)	Lovely and Benny	22/11/24
Frontend Codes Revisions (Home Navigation)	Beatriz	22/11/24
Push all files/codes in GIT	All	20/11/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Finalized Database structure	Lovely	20/11/24	Done
Start of Backend codes (User authentication, Registration/Login and Logout)	Lovely and Benny	20/11/24	In Progress
Start of Frontend codes (Home Navigation)	Beatriz	20/11/24	In Progress

Meeting Minutes – Week 5

Location: KOI

Date: 27/11/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Start of Backend Codes (Booking, Account Settings)
2. Backend Codes Revisions (User authentication, Registration/Login and Logout)
3. Frontend Codes (Gallery, Booking)
4. Client meeting for updates regarding timeline of the project.

Action Items

Item Description	Responsible	Due Date
Backend Codes (Booking)	Lovely	01/01/25
Backend Codes (Account Settings)	Benny	03/12/24
Backend Codes Revisions (User authentication, Registration/Login and Logout)	Lovely and Benny	29/11/24
Front end codes (Gallery, Booking)	Beatriz	03/12/24
Client Meeting arrangement	Beatriz	29/11/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Backend Codes Revisions (User authentication, Registration/Login and Logout)	Lovely and Benny	22/11/24	For improvement
Frontend Codes Revisions (Home Navigation)	Beatriz	22/11/24	Done
Push all files/codes in GIT	All	20/11/24	Done

Meeting Minutes – Week 6

Location: KOI

Date: 04/12/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Backend and Frontend coding status updates.
2. Final Paper distribution of workloads
3. Sprint 3 Opening

Action Items

Item Description	Responsible	Due Date
Final Paper distribution of workloads	Beatriz	05/12/24
Backend codes (Booking with Payment, Payment Method Integration)	Lovely	01/01/25
Backend codes (Profile)	Benny	10/12/24
Front end codes (Booking)	Beatriz	03/12/24
Push all codes/updates in GITHUB	All	04/12/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Backend Codes (Booking)	Lovely	01/01/25	In progress
Backend Codes (Account Settings)	Benny	03/12/24	Done
Backend Codes Revisions (User authentication, Registration/Login and Logout)	Lovely and Benny	29/11/24	Done
Front end codes (Gallery)	Beatriz	03/12/24	Done
Client Meeting arrangement	Beatriz	29/11/24	Done

Meeting Minutes – Week 7

Location: KOI

Date: 11/12/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Backend and Frontend coding status updates.
2. Utilization of Code space in Git for backend codes.
3. GIT First push of updates.

Action Items

Item Description	Responsible	Due Date
Backend codes (Payment Method Integration)	Lovely	01/01/25
Backend codes (Profile)	Benny	16/12/24
Front end codes (Booking)	Beatriz	03/12/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Final Paper distribution of workloads	Beatriz	05/12/24	Done
Backend codes (Booking with Payment, Payment Method Integration)	Lovely	01/01/25	In progress
Backend codes (Profile)	Benny	10/12/24	In progress
Front end codes (Booking)	Beatriz	03/12/24	For improvement
Push all codes/updates in GITHUB	All	04/12/24	Done

Meeting Minutes – Week 8

Location: KOI

Date: 18/12/24

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Backend and Frontend coding status updates.
2. Push all codes in GIT in preparation for the holiday.
3. Integration of backend codes
4. Project Documentation
5. Arrangement of another client meeting for the project demonstration

Action Items

Item Description	Responsible	Due Date
Integration of backend codes	Lovely & Benny	05/01/25
Project Documentation	All	05/01/25
Client Meeting Arrangement	Beatriz	31/12/24

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Backend codes (Payment Method Integration)	Lovely	01/01/25	Backend codes (Payment Method Integration)
Backend codes (Profile)	Benny	16/12/24	Backend codes (Profile)
Front end codes (Booking)	Beatriz	03/12/24	Front end codes (Booking)

Meeting Minutes – Week 9

Location: KOI

Date: 08/01/25

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Backend and Frontend coding status updates.
2. Revisions of Frontend and Backend codes
3. Project PowerPoint Presentation
4. Follow up on Client regarding the project demonstration

Action Items

Item Description	Responsible	Due Date
Revisions of frontend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups	Beatriz	19/01/25
Revisions of Backend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups	Lovely	19/01/25
Project PowerPoint Presentation	All	19/01/25
Follow up on Client	Beatriz	10/01/25

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Integration of backend codes	Lovely & Benny	05/01/25	Done
Project Documentation	All	05/01/25	Done
Client Meeting Arrangement	Beatriz	31/12/24	Done
Front end codes (Booking)	Beatriz	03/12/24	For revision

Meeting Minutes – Week 10

Location: KOI

Date: 15/01/25

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Project updates
2. Project Documentation
3. Project PowerPoint Presentation
4. Client meeting for the Project Demonstration

Action Items

Item Description	Responsible	Due Date
Project Powerpoint Presentation	All	19/01/25
Project Documentation	All	19/01/25
Project Demonstration to Client	All	15/01/25

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Revisions of frontend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups	Beatriz	19/01/25	Revisions of frontend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups
Revisions of Backend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups	Lovely	19/01/25	Revisions of Backend codes -Cancellation of Studio -Cancellation of Booking -Rebook Studio -Payment Studio -Rebook Booking -Package sign ups
Project PowerPoint Presentation	All	19/01/25	Project PowerPoint Presentation
Follow up on Client	Beatriz	10/01/25	Follow up on Client

Meeting Minutes – Week 11

Location: KOI

Date: 22/01/25

Time: 10:00 – 12:00 PM

In Attendance

Members	Student ID	Attendance
Alvarado, Beatriz	12301095	Present
Austria, John Benny	12301175	Present
Paulino, Lovely	12301035	Present

Agenda Items

1. Project Demonstration to Class
2. Finalization of PowerPoint presentation

Action Items

Item Description	Responsible	Due Date
Finalization of PowerPoint presentation	All	21/01/25

Update on Previous Action Items

Item Description	Responsible	Due Date	Status
Project PowerPoint Presentation	All	19/01/25	Project PowerPoint Presentation
Project Documentation	All	19/01/25	Project Documentation
Project Demonstration to Client	All	15/01/25	Project Demonstration to Client

APPENDIX D – EMPLOYEE MANUAL

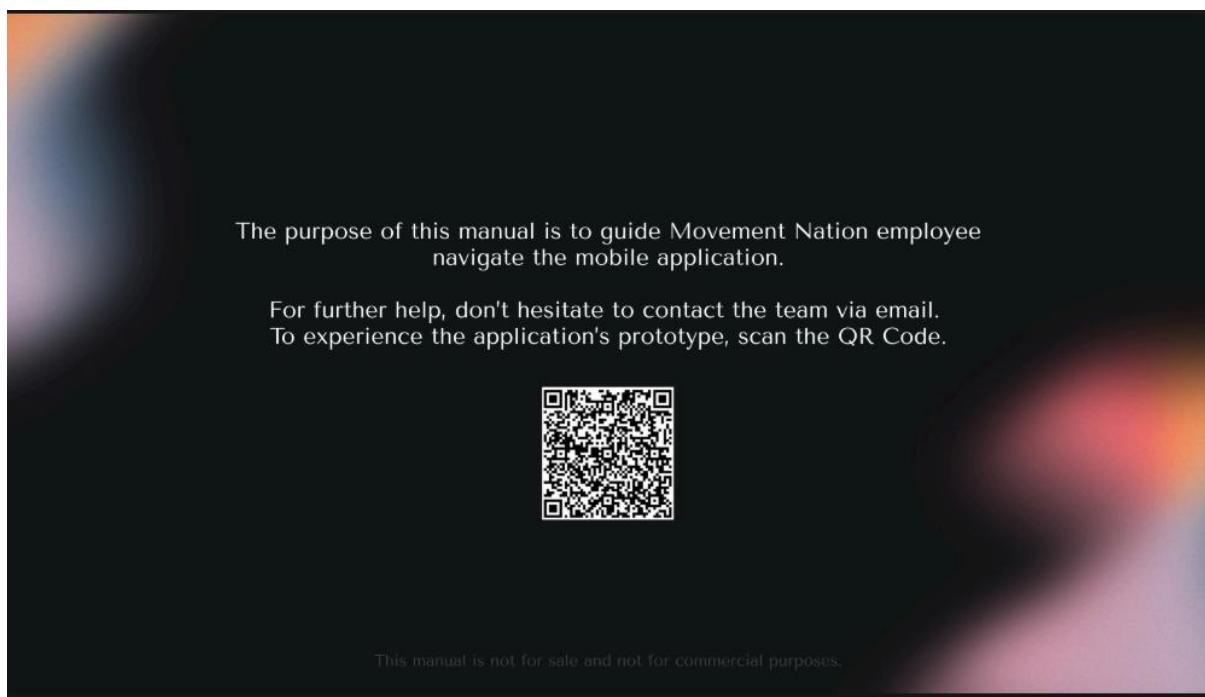
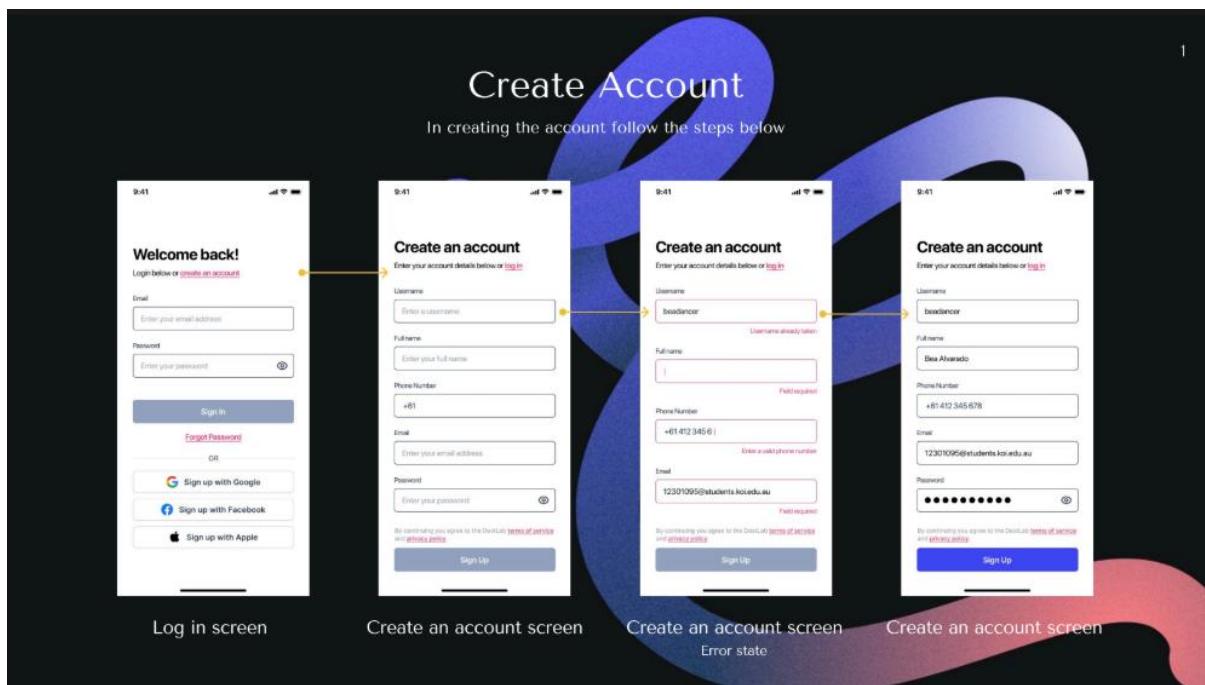
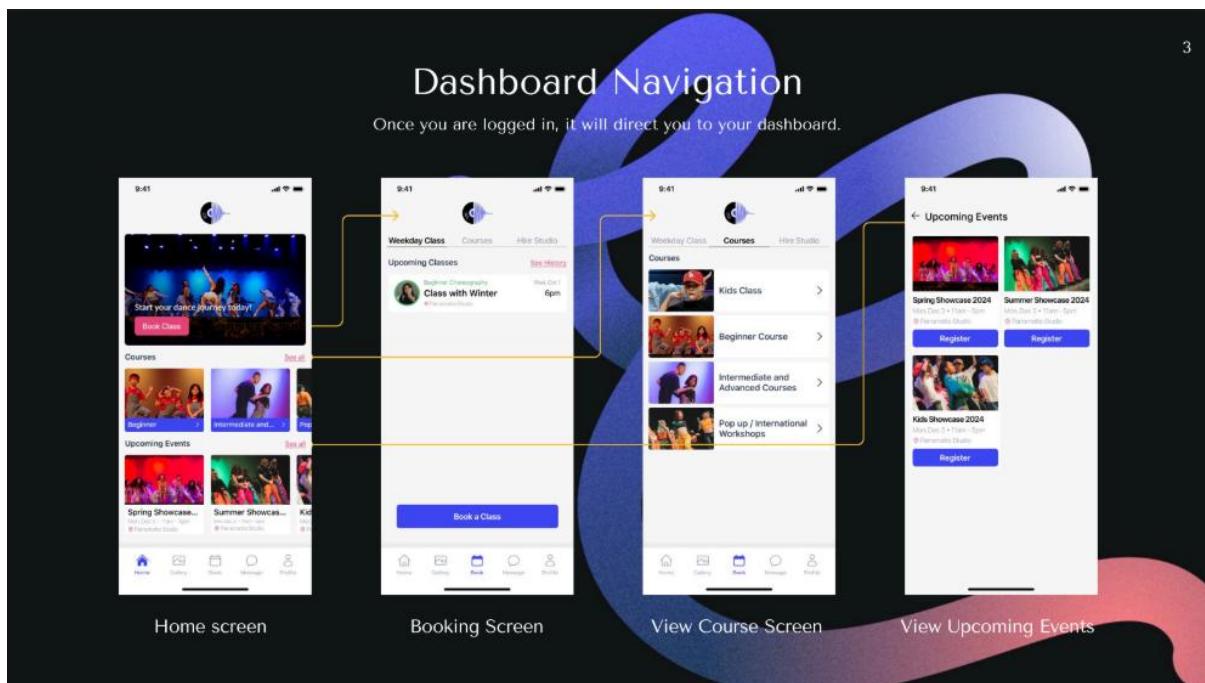
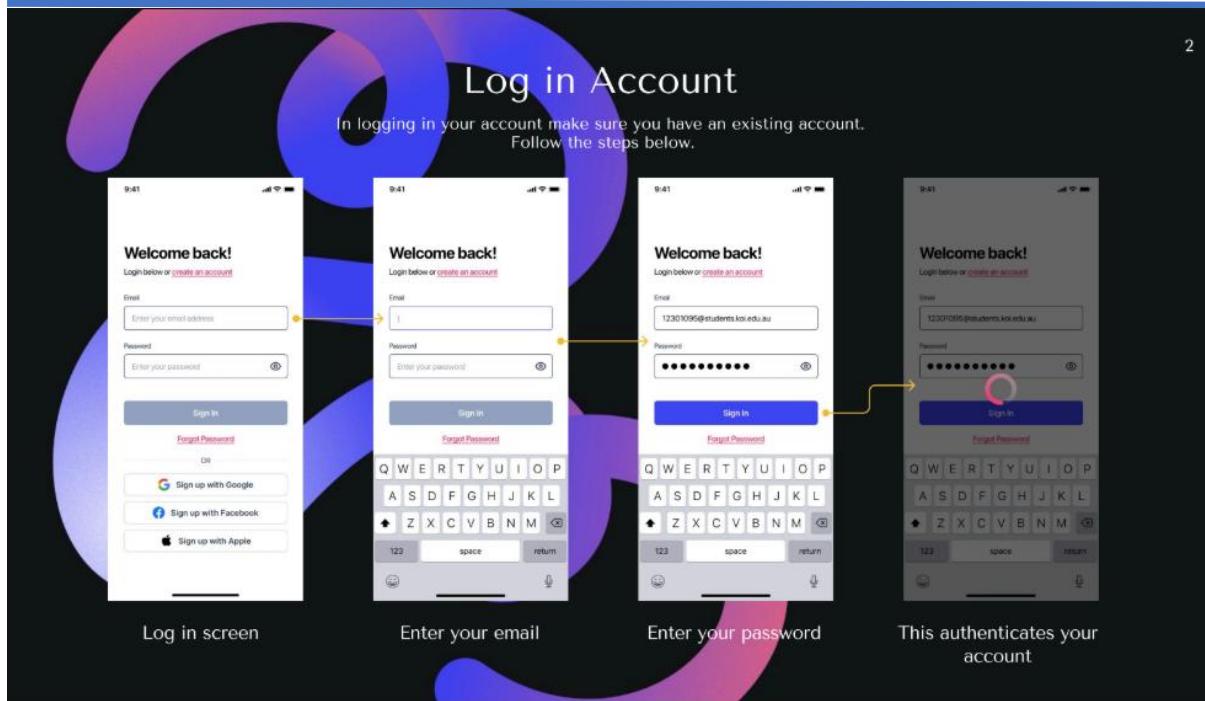
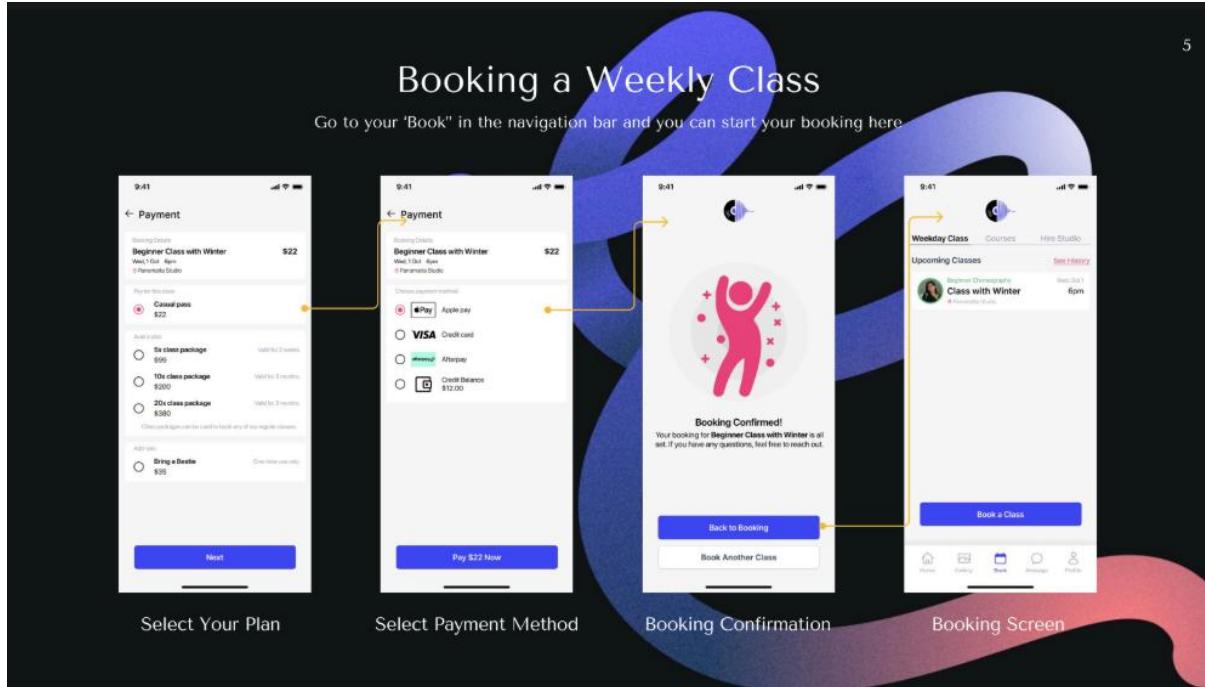
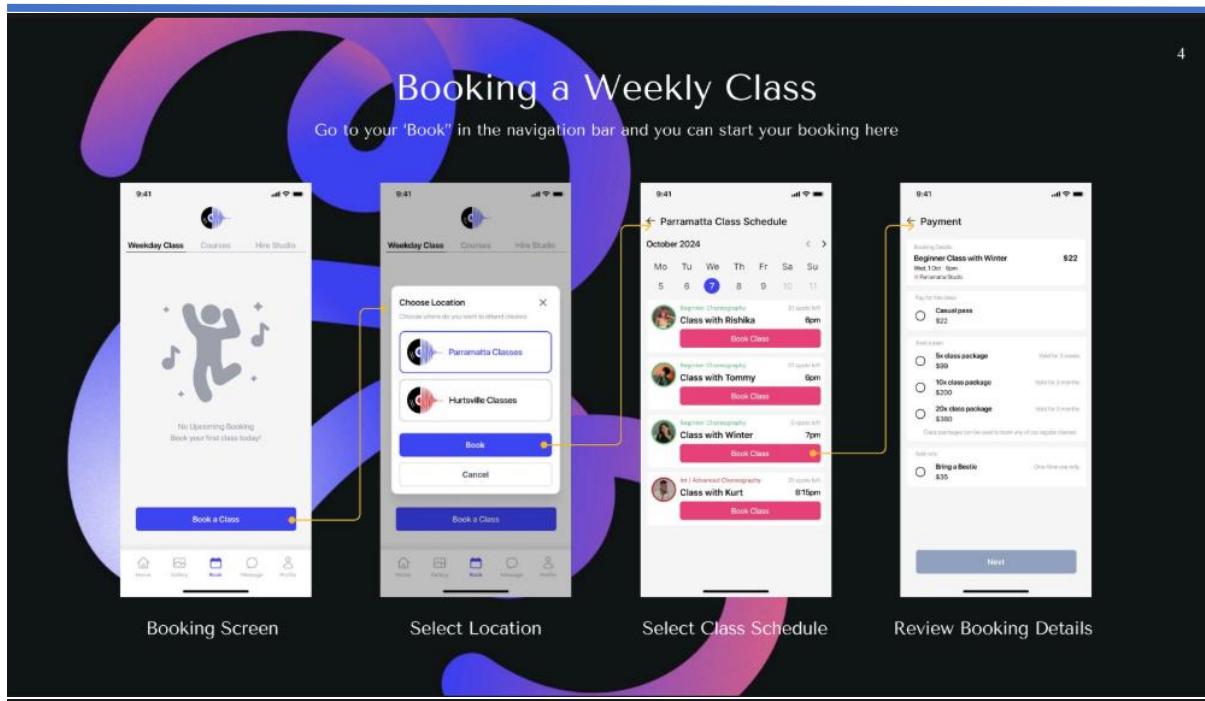


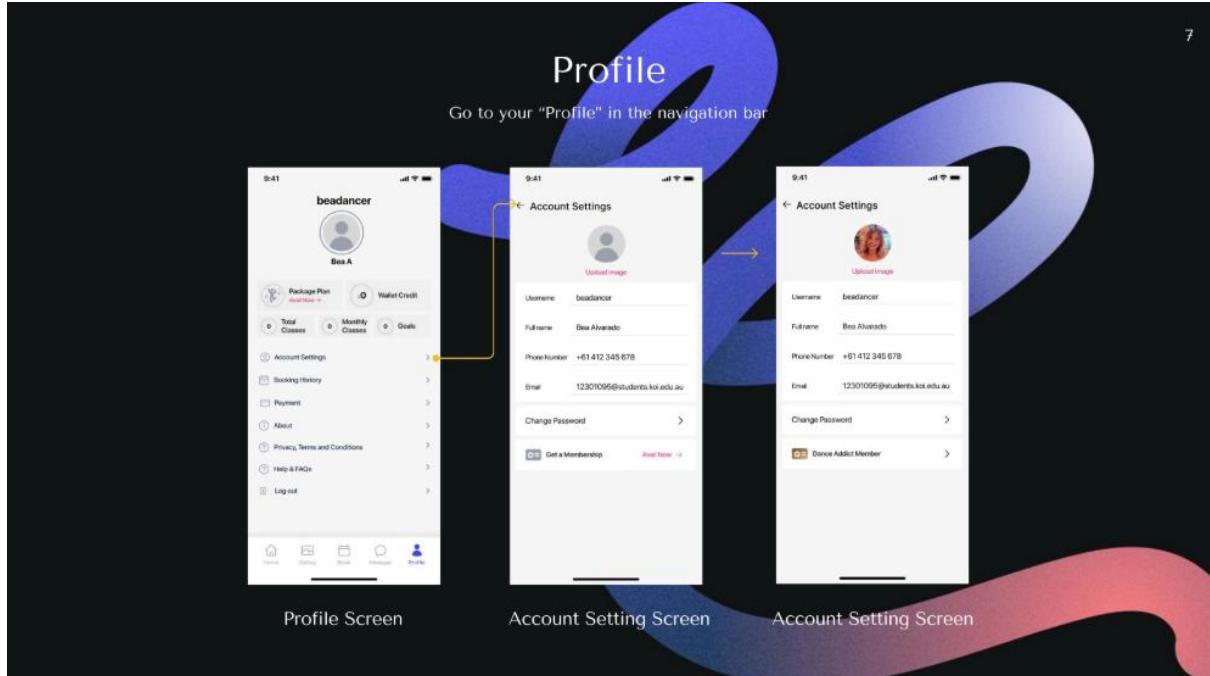
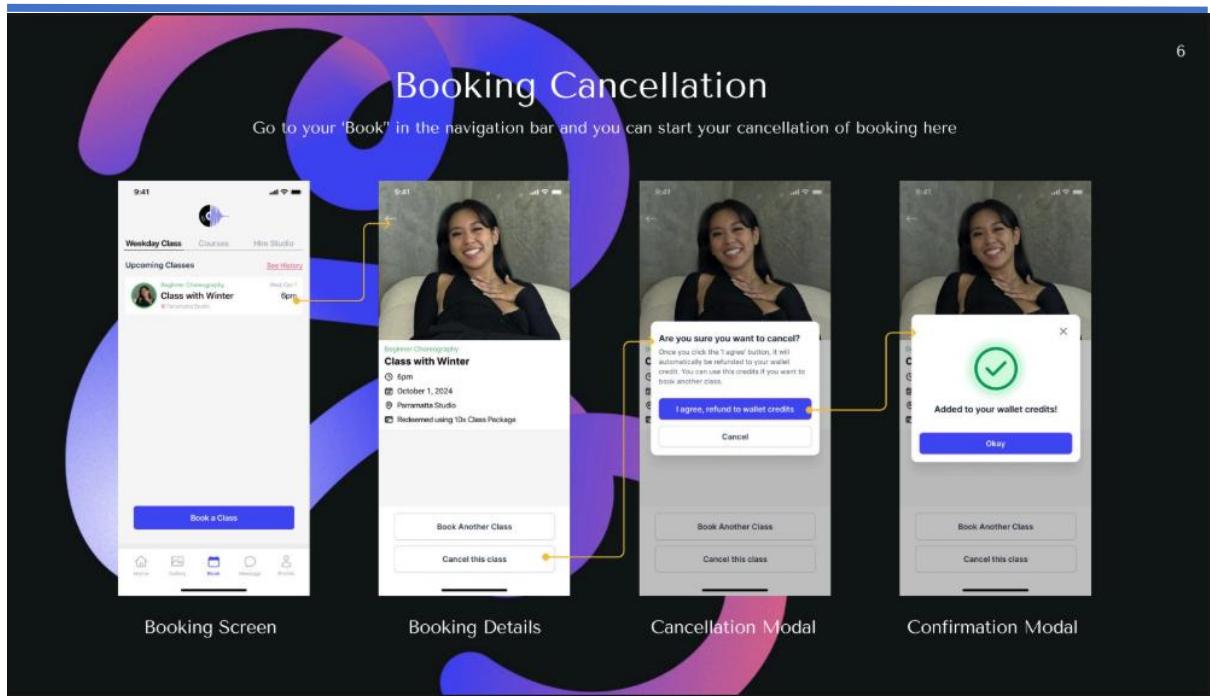
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This manual is property of KOI student (Alvarado, Austria & Paulino)
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For further help, don't hesitate to contact the team via email.
To experience the application's prototype, scan the QR Code.



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