

CyberCoach Project

ADVANCED SOFTWARE ENGINEERING 2015

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Basic Idea

- Our website will be a meeting spot for people to teach others and learn from others
- Users can be coaches or trainees or both
- As a coach, he can offer lessons and he can advertise his lessons to all users subscribed to the same sport
- As a trainee, he can subscribe to a lesson offered by a coach, thus a partnership is created

Training Sessions

- A training session is created by a coach
 - It has a map It is for one specific sport
 - It shows a route or location depending on the sport
 - It can be cancelled by either the coach or the trainee up to a certain amount of time in advance
 - It has a date, which can be exported to a google calendar if desired
 - It shows how much the trainee will have to pay for it

User

- A user has a profile
- He can subscribe to one or several sports and view advertisements made concerning this sport
- He has a calendar view to show him the training sessions that concern him (either as a coach or as a trainee)
 - And export this calendar to Google Calendar
- He can cancel training sessions

Coach

- If a user wants to be a coach, he can offer training sessions
- He can advertise them for all users subscribed to the sport type and he can post the advertisement to facebook
- He can post content for all trainee's he has formed partnerships with

Trainee

- As a trainee, a user can subscribe to a sport and check for offered training sessions
- He can subscribe to a coach, and by doing that create a partnership
- Then he can apply for a session by the coach

Search Engine

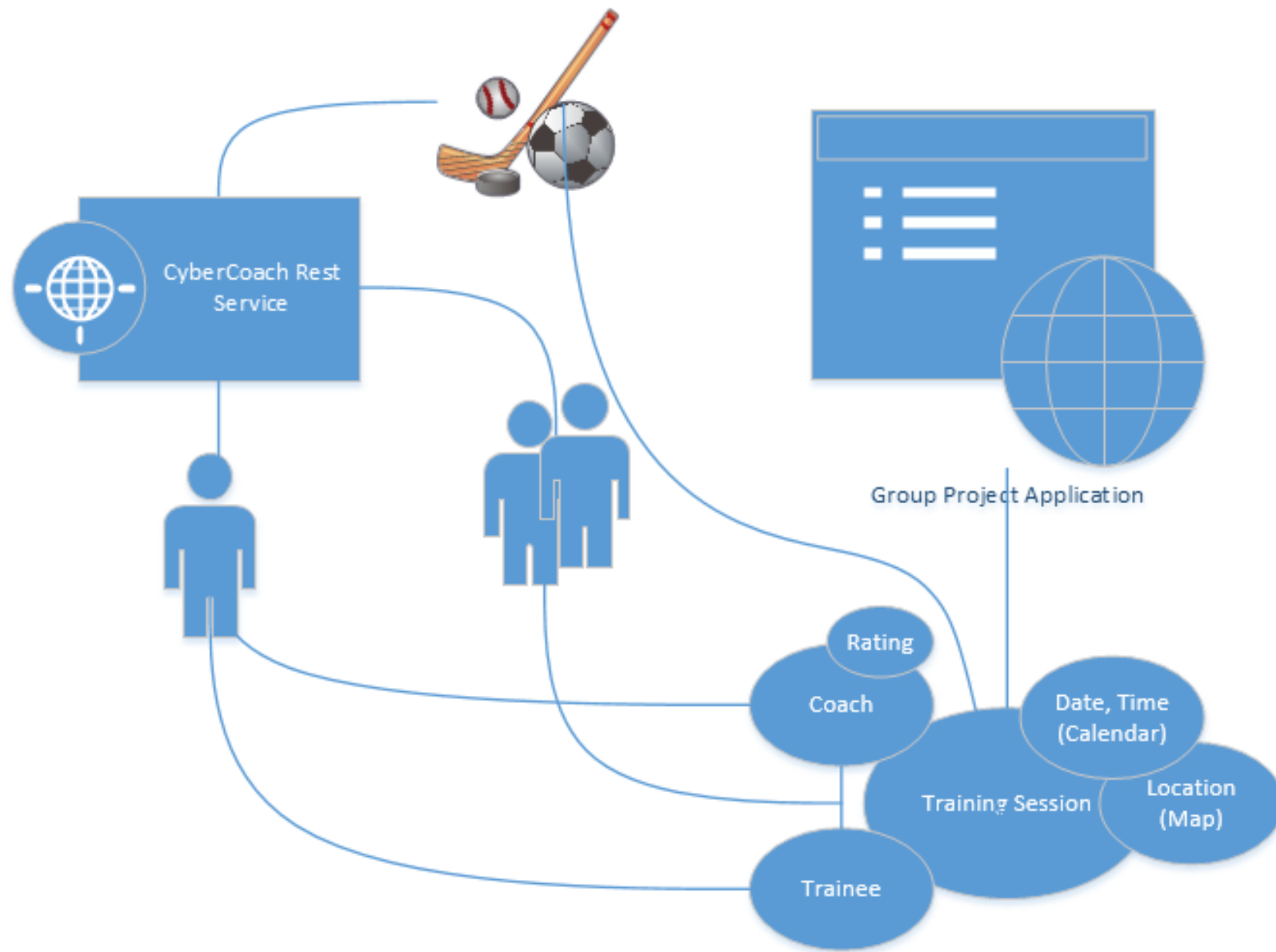
- The search engine of the web application will make it easier to find training sessions offered

Rating

- After the training session has taken place, the trainee can rate the coach, this will show up on the coach's profile

E-Mail Reminder

- Before the training session, the user and the coach will be reminded by e-mail



Planning

- For bug tracking we will use GitHub
- For the milestones we will use GitHub
- We will try to start using Trello and link it to GitHub

Planning

- Sprint 1 – 20. October
 - User authentication, user profiles, basic training session model, view and controller
- Sprint 2 – 3. November
 - Training session with map and calendar, functionality to form partnership and apply for training session, remove application for training session
- Sprint 3 – 17. November
 - Calendar View, calendar export, advertisement and facebook sharing, e-Mail reminder, search engine
- Sprint 4 – 1. December
 - Rating of coaches, coach can inform all his trainees, first test sessions and bug fixing
- Sprint 5 – 11. December
 - Testing and bug fixing