*An app that allows coaches to easy educate their students to help in their athletic progress.*

*Rebell*

Project Portfolio

*April 22nd*

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# Introduction

Most fighters, athletes, or people starting training communicate with their coaches daily. Making sure that they are getting the proper information for what they need. Stuff like workout plans, things they need to work on, meal plans, etc. Though when they do this, how do you think they are communicating? Via phone calls, text messages, sending note files from their phones. Why? Well, it’s because they lack having an application made for them.

Rebell aims to fix that problem by making an application built for training. Rebell is going to aim to solve this problem by making a dedicated system for Coaches to be able to assign work for their students, message them, look at their logs, and comment on their reports, all in one place. Not just that, but for their students to see upcoming events, be able to log information they need, see media mindset on training, and communicate with their coaches and fellow like-minded people.

A colorful logo with circles

Description automatically generatedA blue and orange logos

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Description automatically generated

Core Features:

* Communications
* Uploading Logs (Workouts, set plans, videos, pictures)
* Workout Database

Viable Features:

* Calendar
* Nutrition System
* Injury Report

Stretch Features

* Uploading Videos
* Customizable website look

# The Rebell Team < Milestone 1: Proposal >

Rebell aims to be a website that helps communication between Coaches and their Students in athletic activities (MMA fighting, Boxing, Football, Personal Training, etc.). This application is to help the students to reach their goals for upcoming deadlines, goals, or practicing their craft outside of the scheduled gym time.

# System Requirements

## Requirements

* Communications System
* Databases for workouts and a user database
* Student and Coaches log in systems

## User Stories

* As a student, I want to have easy access to in-depth explanations/videos on techniques and training, so I don’t have to worry about researching these things before a match.
* As a student, I want to be able to get schedules and workouts sent directly to my calendar by my coach so I can follow along without issue to prepare for my fight.
* As a coach or student, I want to be able to keep up with what my buddies and competitors are working on so I can keep my eye out for interesting new things to try.
* As a coach, I want to be able to customize a workout plan with reference videos or media for my fighters so I can let them start working on the techniques as quickly as possible.
* As a coach, I want to be able to keep track of my students' progress efficiently, so I don’t get surprised by one of them not doing any of the work.
* As a fighter, I would like to be able to see my fights and communicate with my coach in one place.

# Project Management

## Continuity of Operations Plan (COOP)

Communication and Coordination

We will be communicating on Discord over the course of the project, and meet at least once a week, and for each meeting having a notes system to report back to for reviewing what we discussed.

Contingency plan

If someone drops the class, we should spread out their responsibilities across the group and try to implement them as soon as possible

## Project Plan

### System Architecture Design and Development

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **#** | **Activity** | **Pre #** | **Estimated**  **Effort** | **Actual**  **Effort** | **Estimated**  **Start Date** | **Estimated**  **Finish Date** | **Actual**  **Start Date** | **Actual**  **Finish Date** |
| 1 | Making rough UI designs before going into the design phase | 1 | 3.5 hours | 6 hours | 2/07 | 2/14 | 2/07 | 2/14 |
| 2 | Making a rough planned out database | 2 | 1 hour | 1.5 hours | 2/07 | 2/14 | 2/09 | 2/14 |
| 3 | Create demo profiles | 4 | 2 hours | 2.5 hours | 2/07 | 2/14 | 2/12 | 2/14 |
| 4 | Rough injury database list | 5 | 4 hours | 2 hours | 2/07 | 2/14 | 4/18 | 4/18 |
| 5 | A feed type for the student’s page | 3 | 1.5 hours | 1 hour | 2/07 | 2/14 | 2/18 | 2/18 |

### System Implementation

Milestone 3 (System Implementation):

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **#** | **Activity** | **Pre #** | **Estimated**  **Effort** | **Actual**  **Effort** | **Estimated**  **Start Date** | **Estimated**  **Finish Date** | **Actual**  **Start Date** | **Actual**  **Finish Date** |
| 1 | Design the UI | 1 | 6 hours | 8hrs | 3/01 | 4/10 | 2/20 | 4/15 |
| 2 | Make a user database | 2 | 8 hours | 9hrs | 3/01 | 4/10 | 3/10 | 4/20 |
| 3 | Make a communications system | 3 | 8hours | 12hrs | 3/01 | 4/10 | 3/10 | 4/20 |
| 4 | Make an activity database | 4 | 3 hours | 3hrs | 3/01 | 4/10 | 3/10 | 4/20 |
| 5 | Make an injury Database | 5 | 2 hours | 1hr | 3/01 | 4/10 | 4/10 | 4/16 |

## Project Postmortem <Postmortem>

### Project Wins

[Provide a bulleted list of at least 3 positive aspects of the project.]

### Root Cause Analysis

[Provide a bulleted list of at least 3 negative aspects of the project. For each negative, provide the answer to the three successive “Why” questions. ]

### Lessons Learned

[For each negative aspect identified in the Root Cause Analysis, provide a mitigation strategy (i.e., what process should be introduced) to ensure that the problem is not repeated in subsequent projects.]

# System Design

The system’s design will be seamless, easy to use, and efficient.

## System Architecture

The system architecture will have a workout database that users can access to create logs. A communication feature between users. A user database, for holding user information. A File uploading system to share posts or information. Lastly, a front-end interface for the users to interact with.

### Component Design

A computer screen with colorful text

Description automatically generated with medium confidence

* Brooklynn Noble

### Data Flow

A diagram of a system

Description automatically generated with medium confidence

Created by Nathan Till edited by Brooklynn Noble

[*Architecture data flow discussion: a high-level description of the data between both internal major components and external data sources.*]

## System Components <Milestone 3: System Implementation>

### Component - Communications

This is the communications feature, how from logging in to sending a message of how it all works.

A diagram of a diagram

Description automatically generated

Kyler Martin-Yeboah

### Component Injury Database

How a user will access the Injury Database.

A diagram of a computer

Description automatically generated

Brooklynn Noble

### Component Main Database

[*A short desc*

[*An EA class diagram of the component that includes method parameters. Include the name of the team member that created the diagram in EA.*]

## Design Pattern Rebell’s Client Server

A diagram of a cloud computing

Description automatically generated

Brooklynn Noble

## Design Pattern- DataBase

A screenshot of a computer

Description automatically generated

Nathan Tillman

# System Implementation

|  |  |  |
| --- | --- | --- |
| **Architectural Component** | **Programming Language(s) %** | **Team Member(s) %** |
| UI | *CSS 69%*  *HTML 20%*  *JavaScript 10%*  C 1% | Brooklynn Noble 55%  Myla 45% |
| Workout Database | C++ 100% | Nathan Tillman 100% |
| Injury Database | Data Base 100% | Antony 50%  Nathan Tillman 25%  Kyler Martin-Yeboah 25% |
| Communication Database | *C++ 100%* | Kyler Martin- Yeboah 100% |
| User Database | *C++ 100%* | Nathan Tillman 80%  Kyler Martin-Yeboah 20% |
| Main Database | *C++ 100%* | Nathan Tillman 50%  Kyler Martin Yeboah 50% |