**UnitFit Web Application**

**Business Requirements Document**

Project: UnitFit

Author: Team 2

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# 1. Project Overview

This document describes the business/user requirements for the UnitFit Application that will provide a basis for the following project activities:

* Introducing business/user requirements
* Creating test plans and test specifications
* Identifying stakeholders
* Devising solutions to project tasks
* Produce an application that will enable users to book airline, hotel, and transportation services in one location
* Determining when the project is complete
* Assessing the degree to which the project succeeded

# 2. Document Information

**2.1 Audience**

|  |  |  |
| --- | --- | --- |
| **Name** | **Business Unit** | **Role** |
| Lesson Contents | Workout Management | Partner/Supplier |
| Diet/ Nutrition | Health and Nutrition Management | Partner/Supplier |
| Student Member | Account Management | Partner/Supplier |
| Premium Member | Account Management | Partner/Supplier |
| Beginner Level | Workout Management | Partner/Supplier |
| Intermediate Level | Workout Management | Partner/Supplier |
| Advanced Level | Workout Management | Partner/Supplier |
| Subscription via Partnership | Advertisement Management | Partner/Supplier |
| Payment | Account Management | Web Application Users |
| Customer Service | Account Management | Partner/Supplier |

# 3. Business Opportunity

**3.1 Project Overview and Background**

Our application allows users to select and enjoy the workout lessons as well as help them to achieve the workout goals. The application can manage users’ information, users’ progress aiming to bring fancy experiences to the customers. Also, the exercises can be done at any time of the day and they are likely to track and train their food habits. To get access to advanced levels, the user has to subscribe to one of the two subscription models - Premium or Student Member.

**3.2 Current State Analysis**

People now become busier and busier because of work, study, and their relationship. However, busyness does not mean that they ignore their health to focus on the things that make them busy. That is the reason why a wide range of physical fitness clubs has been launched to serve workout purposes. People still get 24 hours each day, either one or two hours per day is enough to get workout lessons. However, those physical fitness clubs have not fulfilled the demand of most people. As a result, the opportunities for online fitness clubs are created that bring to values for both owners and their customers. To illustrate, Beachbody On-demand and Cure Fit are the two interesting and outstanding applications with a huge number of users (15,000 and 80,000 respectively). The project plans to use HTML/CSS, Javascript, PHP, and database with MySQL. Currently, the plan for the project is in progress, and the development will be extended over two semesters at Pace University

**3.3 Future State Objectives**

The objective is to develop a web application that has a user-friendly interface. Besides, the application can give various selections of lessons and workout levels that are suitable for users’ subscriptions. The plan that cooperates with other brands also enables users to get free trial subscriptions and experience with the lessons to make sure they become long-term customers. Moreover, users retrieve diet recommendations and methods to reach their goals effectively.

**3.4 Stakeholders**

|  |
| --- |
| **Stakeholders** |
| Product Team |
| Project Management |
| Sale Team |
| Product Development Team |
| Finance Group |
| Advertising Team |
| Customer Support Team |

# 4. Business Requirements

**4.1 Business Scope**

The application is managed by various groups including Customer Management, Advertisement Management, Workout Management, Nutrition Management, and Health Requirement that are responsible for customer’s subscription, payment progress, customer’s progress, connect to partnerships, manage contents, retrieve, and solve the responses from users.

**4.2 Details of Business Requirements**

The management groups are separated into a single ability that guarantees the smooth operation of the application

4.2.1. Customer Management.

4.2.1.1. Ability to create an account.

4.2.1.2. Ability to reset the password.

4.2.1.3. Ability to sign into/out of the account.

4.2.1.4. Ability to manage email preferences.

4.2.1.5. Ability to contact customer care support.

4.2.1.6. Ability to contact a personal trainer coach.

4.2.1.7. Ability to manage payment processes.

4.2.2. Advertisement Management.

4.2.2.1. Ability to generate ads on the Application website.

4.2.2.2. Ability to generate Sponsored gym posts and listings.

4.2.2.3. Ability to cooperate with partnership subscriptions

4.2.3. Workout Management.

4.2.3.1. Ability to Search for a workout.

4.2.3.2. Ability to filter workouts by different preferences.

4.2.3.3. Ability to favorite a workout video.

4.2.3.4. Ability to download and play a video on the client-side.

4.2.3.5. Ability to manage workout levels

4.2.4. Nutrition Management.

4.2.4.1. Ability to display recipes.

4.2.4.2. Ability to filter and sort items.

4.2.5. Health Requirement.

4.2.5.1. Ability to save the finished workout.

4.2.5.2. Ability to save concluded personal weights and measurements.

4.2.5.3. Ability to add progress photos.

4.2.5.4. Ability to input daily intake ( water and food).

4.2.6. Online Users and Sponsored Users.

4.2.6.1. Ability to sign create, sign-up, sign-in, sign-out accounts

4.2.6.2. Ability to select workout options (Premium/ Student)

4.2.6.3. Ability to make payment.

4.2.6.4. Ability to search, select the workout levels.

4.2.6.5. Ability to access Nutrition/ Health recommendations.

4.2.6.6. Ability to manage workout dashboard.

# 5. Non-Functional Requirements

|  |  |
| --- | --- |
| Category | Requirements |
| Usability | The GUI interface should have a simple design. The main elements should be arranged clearly and should use a drop-down menu. |
| Usability | The navigation function should navigate the users to their destination by one click and avoid the unnecessary options. |
| Performance | Smooth navigation and rendering between different tabs. |
| Performance | The application should have a back-up server to maintain stability. |
| Performance | The application should not be overloaded when multiple users get access at the same time. |
| Security | Encryption users’ data is necessary for the server-side. |
| Security | The application will be protected from hackers and intrusion by various security measures. |
| Database | The application will not allow any kind of user data disclosure in any manner. |
| External System | The application will be able to interface successfully with credit card payment services and other online resources. |

# 6. External Data Feeds

1. **6.1 Account management:**
2. User roles get access to the account
3. **6.2 Advertising System**:
4. Provides systematic ads according to the required context.
5. **6.3 Health System:**
6. Provides the ability to enter personal measurements.
7. **6.4 Nutrition System:**
8. Provides systematic recipes and displays it.
9. **6.5 Workout System:**
10. Displays workout videos according to user preference.

# 7. Business Risks

Numerous applications are available in the market and every user wants to use a user-friendly application, and the demands for it keeps growing. Anyone using an application for the first time will see whether it serves their need within a few clicks. Our application has analyzed various fitness applications and has concluded developing intriguing designs and easy to use interfaces. According to our user feedback and our testing analysis, we will make sure to find out if there are any technical difficulties or any additional features that have to be added for customer satisfaction.