Group 1

Use Cases:

Users:

Students Athletes:

* Play a Game
* Interact with the coaches and other athletes
* Post progress of exercises
* Follow friends and keep tabs on their progress as-well
* Have access to local gyms and health facilities

Parents:

* Monitor their child’s progress on the app
* Interact with coaches

Coaches:

* Manage a team/roster in a single group
* Send message to team or individual players
* Create work-out plans for their players
* Calendar to monitor days of practice and games

Trainers:

* Sell their services on the website

Functional Requirements:

* Inputs the system should accept ex.) New Users, New Accounts, Actual Students/Parents.
* Outputs the system should produce

Ex.) Show game results and activity progress

* Search options Ex.) being able to search for nearby gyms or trainers.
* Must store data such as Users information and location
* Computational progress ex.) how much weight has been lost, calculate a score and generate a ranking system for each student user

Non-Functional Requirements:

* Speed, being able to process transactions
* User/event response time to certain website events and other activities
* Ease of use, how easy is it to navigate our website
* Being able to get the website up and running after a crash