Group 1

**Use Cases**

Students:

1. The student initiates a request to make an account from the option to do so on the home page. They need to provide their full name, age, height, weight, email, phone number, home address, and school attending. The student is asked if they would like to provide their parents information, so they can view their activity as well.
2. Once the account is approved, the student has the option to pay for an advanced subscription. If they select this option, they then provide payment, sending them to “Stripe”. If approved, the account is created, and the student is able to have full functionality of the website. If declined, the user is informed and has the option to re-enter a card number/exp/cvv.
3. The student may initiate messaging with other students/their coach via the messaging platform and receive responses in return through their inbox.
4. The student can initiate a search via the geographical platform (Google Maps API) to search for locations of trainers/gyms nearby.
5. The student can play the game, select a level, and receive a score that they have the option of posting. After completion of the game, they can either play again or return to home screen.

Parents:

1. The parent initiates a request to make an account for their child’s fitness health. They need to provide their name, their child’s name, their age, email, phone number, home address.
2. Once the request has been approved, parents provide payment, which will be sent via Stripe. Upon approval, their child fitness account will be created, but if payment is declined, parents are informed and can reenter card information.
3. The Parent can monitor their child’s progress and receive their progress results.
4. Can join player’s team as a parent
5. Can search for trainers and local gyms
6. Can message coaches or other parents

Coaches:

1. The coach initiates a request to make an account from the option to do so on the home page. They need to provide their full name, age, email, phone number, sport, team, and school.
2. Once the account is approved, the coach provides payment for their account subscription, sending them to “Stripe”. If approved, the account is created, and the trainer is able to have full functionality of the website. If declined, the user is informed and has the option to re-enter a card number/exp/cvv.
3. Will be able to click “create team” and then add player names and emails to be notified to join the team
4. Once team is created, coach will be able to edit the team’s calendars
   1. Edit/add/delete practices, games, meetings, etc.
5. Once team is created, coach will be able to reach out to players and parents either individually or in groups
6. Can search for trainers and local gyms/fields similar to students

Trainer:

1. The trainer initiates a request to make an account from the option to do so on the home page. They need to provide their full name, age, email, phone number, and city.
2. Once the account is approved, the trainer provides payment for their account subscription, sending them to “Stripe”. If approved, the account is created, and the trainer is able to have full functionality of the website. If declined, the user is informed and has the option to re-enter a card number/exp/cvv.
3. The trainer will be able to post their services on the appropriate page
   1. Will be prompted with a new page with required fields to be filled out
      1. Depending on type of service (nutrition, strength, conditioning, etc.) the required fields will change
   2. Trainer then fills out all information about their service and more things about themself
      1. Price per plan, experience, length of plan, etc.
4. Will receive notifications when students/parents/coaches request their services
5. Will be able to chat with students/parents/coaches
   * + 1. Video chat?