TECHNICAL UNIVERSITY OF KENYA

SCHOOL OF COMPUTING AND INFORMATION TECHNOLOGIES

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SCCI/00774/2019

**PROJECT TITLE**

Gym membership management system

Date Thursday October 27 2022

**PROJECT BACKGROUND**

Gyms have always relied on the old hard copy way of storage of data, management of schedules and monitoring of members progress. This has in turn led to slow retrieval leading to difficulties in management of the data and management of daily activities in general.

This system is meant to:

* Reduce the difficulty of the day to day activities by automating most of the processes regarding members data.
* Make it easier for tracking of payments from the members.

**PROJECT SCOPE**

In order to achieve the above, the project will implement a window based desktop application that will be accessible through:

* Laptops and desktops – members and management

**HIGH LEVEL REQUIREMENTS**

This will be a window based desktop application that can be accessed by the members, trainers and management. Any computer can access the system. The system will be able to show records of all members of the gym to better understand their needs better. The new system will include the following:

* Ability to allow the gym administrator to store the details of all members accessing the gym.
* Ability to allow the gym administrator to update details of existing members and to add new members of the gym.
* Ability to allow the gym administrator to track payments from all gym members.

**MODULES**

1. Member – this are the persons that visit the gym to improve on their fitness whose data is recorded and schedules created for.

2. Gym administrator – responsible for organising the trainers and manages the payments of the members.

**Membership module**

* New members registration into the system.
* Existing members update on their details.
* Gym administrator can delete members who end their membership.

**Payment module**

* members are able to see the amount they need to pay for their membership.
* Members can clear their balance.

**DELIVERABLES**

* Desktop application for the registration of members and storage of members data.
* Database to store records of the gym members.

**AFFECTED PARTIES**

Gym administrator.

Members.

**AFFECTED BUSINESS SYSTEMS**

* Member registration.
* Membership payment.
* Member details update.
* Members membership termination.

**SPECIFIC EXCLUSIONS FROM SCOPE**

The following will be excluded from the initial system and will be implemented in later stages:

* A web based application that enables access to both members and management online.
* An sql database for data storage.

**IMPLEMENTATION PLAN**

The project will kickoff with the creation of a prototype that will be presented to the gym administrators to interact with it and approve the project. This stage is to ensure that the functionalities of the system have been demonstrated and that the administrators can know what to expect from the system.

After the prototype is done the system will receive additional changes such as the improvement of the ui/ux, addition of of a proper database and the integration to the web.

**HIGH LEVEL TIMELINE/SCHEDULE**

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| --- | --- | --- | --- | --- |
|  | DATE | DESCRIPTION | DEP | COMMENTS |
| #1 | 25/10/2022 | Preparation of one pager |  |  |
| #2 | 26/10/2022 | Provision of a flowchart |  |  |
| #3 | 26/10/2022 | Design development |  |  |
| #4 | 30/10/2022-15/12/2022 | Prototype creation |  |  |
|  |  |  |  |  |

**Approval And Authority to proceed**

We approve the project as described above and authorize the team to proceed.

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Title | Signature | Date |
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