Software Requirements Documentation

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Workout Scheduling Application

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1.1 Introduction

1.2 Purpose

The purpose of the documentation is to go over the different requirements for the workout scheduling application. This will explain the different features the app will have and what the admin and non-admin users will see. The documentation will also explain how we use our different technologies and how these will interact with each other.

1.3 Scope of Project

This software will allow patrons of the Southern Illinois University’s Recreation System to sign up for the different classes the Recreation Center offer. This will allow a quick and easy for patrons to find and select their favorite classed at the recreation center. The app will also give the Recreation Center a good estimate of how many people will show up to the class. The patrons who use this app will also be able to track different goals that they want to make.
2.0 Requirement Specification

2.1 External requirements

2.1.1 The app will use the SQL database located in the Computer Science department at SIU. The database will store the admin and non admin user information.

2.1.1.1 The login information will be stored in the database

2.1.1.1.1 Name, Username, Password

2.2 Login

2.2.1 Administration Login

2.2.1.1 All SIU Recreation System admins will be given the administrator user login which will be verifies every time they attempt to login. The application will offer a different user interface that will allow them to create and modify the class on the schedule.

2.2.1.2 The Administration login will be require to edit the scheduled classes.

2.2.2 User login

2.2.2.1 User can choose whether or not to make an account.
2.2.2.2 The account will be username and password.

2.2.2.2.1 The account must not have been taken

2.2.3 Guest Login

2.2.3.1 If there are no accounts active, the user will use a guest account.

2.2.3.2 This account will only be able to view the calendar.

2.3 Scheduling Classes

2.3.1. Every class will consist of an instructor, time/date, and the area of the body that the class will focus on.

2.3.2. The Calendar must be able to take the data from an already created one

2.3.2.1. The administrator will set a time/date with the Google Calendar.

2.3.2.1.1 The GUI will have a text field so the admin can input what part of the body the class focuses on

2.3.3. The Google Calendar API will be used to put the time and date into a calendar.

2.3.4. The administrators will be the only accounts allow to edit the class schedule.

2.4 Joining Classes
2.4.1 Only non-admin users will be able to join classes.

2.4.2 The users will be able to go through the Google Calendar to find the class they are looking for.

2.4.2.1 The calendar will use the Google calendar API

2.4.2.2 The user can join the class simply by clicking on the class from the calendar.

2.4.3 The user can set a favorite instructor or body workout when joining classes.

2.4.3.1 This will give preference to certain classes.

2.4.3.2 The body workout will be broken up into different areas

2.4.3.2.1 Areas include core, chest, arms, shoulders, legs.

2.4.3.3 A drop down box will have a list of different instructors and workout areas

2.4.4 An icon will appear if a friend of the user is in the class.

2.5 Creating Goals

2.5.1 This will only be available to people with non-admin accounts

2.5.2 The users will be able to set different goals they want to achieve

2.5.3 The interface will be discussed in the interface portion of the documentation.
2.5.3 The user will be given a text field or select from a pre-defined list to enter the goal they want to achieve.

2.5.3.1. The text box will take in a string input.

2.5.3.1.1. The text box will have no checking.

2.5.3.1.2. The user can input any string they desire.

2.5.3.2. The second option is a pre-defined list

2.5.3.2.1. The list will be in the form of a drop down box

2.5.3.2.2. The contents will be discussed at a later time.

2.5.4 After the user has completed a goal, or the time the user inputted has elapse, a check box will come up

2.5.4.1 The user can select the checkbox upon success.

2.5.4.2 The user can ignore the checkbox upon failure.

2.6 Friends

2.6.1 This will only be available to people with non-admin accounts

2.6.2 The users will be able to add friends through social media sites.

2.6.2.1 I.E. Facebook, Twitter, etc.

2.6.3 The friend information will show what classes the friend has taken and the classes the friend is going to take.
2.6.4 When a user is finding a class, the user will see an icon which will show if a friend is in that class.

2.6.5 2.6.4 There will be a chat box so that the friends can communicate if they are in the same class.
3.0 Interfaces

3.1 Home Screen

3.2 Login

3.2.1. Go to Login screen by clicking login on the home screen
3.3 Home Screen after Login

3.4 User Profile

3.4.1. The user can see their profile by swiping right in the top left corner

3.5 Calendar
3.5.1. The user can open the calendar by clicking on the button labeled calendar on the home screen.

3.6 Goals

3.5.1.1. The user can open the goals screen by clicking the button on the home screen after login, or at their user profile information screen.