Milestone One - Project Proposal

<u>Team Name</u>: 2 Tickets to Paradise

<u>Team Members</u>: Adam Bender, Keaton Hoeger, Isaiah Jones, Darrien Lee, Alyssa Volker, Brian Satchell

Project Description

For our project, we plan on creating a fitness tracking application which will allow the end user to record each of their workouts and track their progress over time. The user will be able to create a workout which they then can select the exercise complete and specify quantitative data such as the number of sets and repetitions along with the amount of weight used. This information will then be stored in the user's workout database. As time passes, the user will be able to select an exercise and compare how they performed the exercise in the past to how they just performed it in some sort of visual manner.

Vision Statement

Create a simple, but effective fitness tracker that logs and saves individual users' workout habits and current achievements

Motivation

Sometimes it can be difficult to stay motivated when it comes to being active, especially when it feels like you aren't making any progress. Many individuals do not keep track of their fitness progress and since fitness changes are so gradual, it may feel as if you are not improving. This application will allow users to visually see their progress in the gym after each workout, allowing them to see where they came from and motivate them to continue on their fitness journey.

Risks

- Lack of knowledge in app development
- Lack of experience with databases
- Meeting as a team each week
- Conflicts with other large projects as the semester progresses

Risk Mitigation Plan

• Lack of knowledge in app development: Since none of us have significant experience developing mobile applications, we will use a service such as Meteor to write our mobile application in JavaScript (a language we will all become

familiar with in class this semester). This should reduce the risk of creating a mobile application.

- Lack of experience with databases
- Meeting as a team each week: We plan on meeting on Tuesday evenings which fits into everyone's schedules but as the semester progresses, we all tend to get much busier and it is possible we may all not be able to meet at our scheduled time. To reduce this impact of this setback, we will take adequate meeting notes for those who couldn't attend the meeting. We also may employ a flexible meeting schedule in which we meet for shorter periods on different days of the week
- To reduce conflicts with other large projects as the semester progresses time management and proper use of the development method with help keep us on track

Version Control

• Three Git Repositories

Team Meeting Logs "2TicketsMeeting"
Milestone Submissions "2TicketsMilestone"
Project Code/Components "2TicketsProject"

Development Method

- A mix of iterative and agile:
 - Iterative Code designed, developed, and tested in repeated cycles
 - Agile/Scrum the beginning of each weekly meeting we will ask:
 - What have you done since the last scrum?
 - What will you do before the next scrum?
 - What is blocking you?

There will be no roles or titles but owners of features/requirements. We will prioritize a list of features/requirements and a list of work that will be prioritized that needs to be accomplished. We can try using the kanban in GitHub to keep track of updates too.

Collaboration Tool

We plan on using a combination of Slack and a text message group. We will use slack to exchange ideas related to the project since it provides a good method of exchanging files and diagrams quickly. We will use the text message group to coordinate meeting times.

Proposed Architecture

• Front End - Meteor

• Back End - Node.js





