



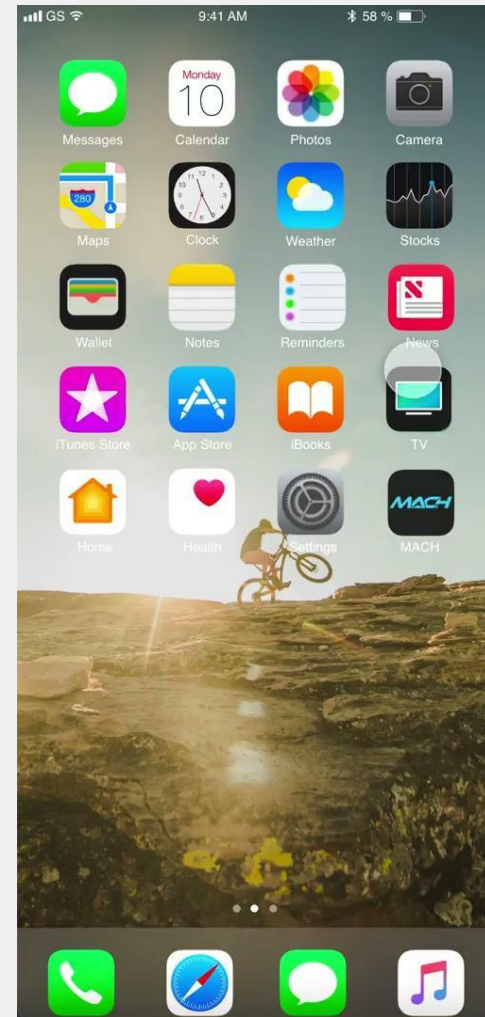
G2: Brady Ash, Jack Brown, Josh Fried, Abby Quinn

App Goals

1. Gamify the process for Mach Athletes
2. Build the brand and team
3. Expand Mach's footprint
4. Be different than any other brand
5. Track Progress, achieve rewards, levelup, compete with fellow athletes

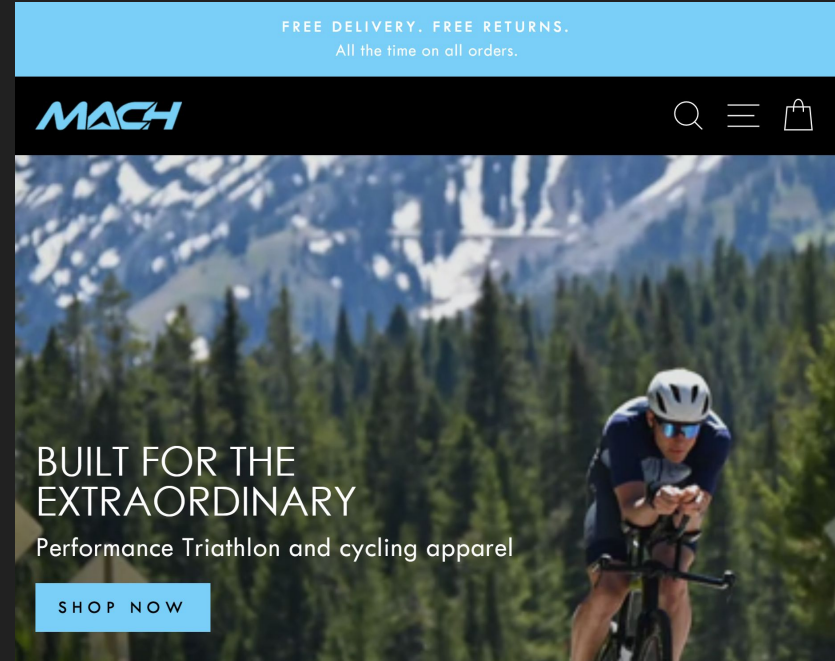
App Layout UI

- Adobe Express
- High-Level Overview



Theme and design choices

- Dark theme to be cohesive with the Mach website
- Same blue color throughout to keep it simple and consistent
- Simple icons that are easy to recognize along with a written description so the user knows exactly where they are navigating to



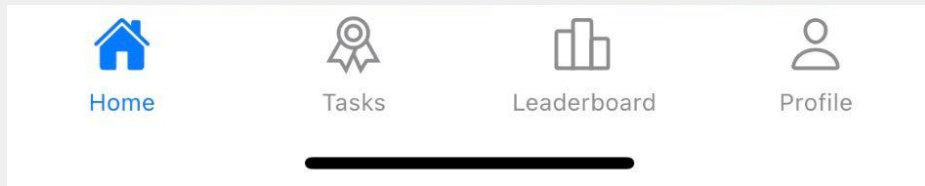
React and Expo

- Expo made it easy to check our app progress, with live updates when we changed code.
- React native was an interesting language to use, and definitely an eye opening experience.
 - Large learning curve
 - Hard/impossible to implement some tools/features
- Overall, would recommend these for mobile development, at least in the small scale.



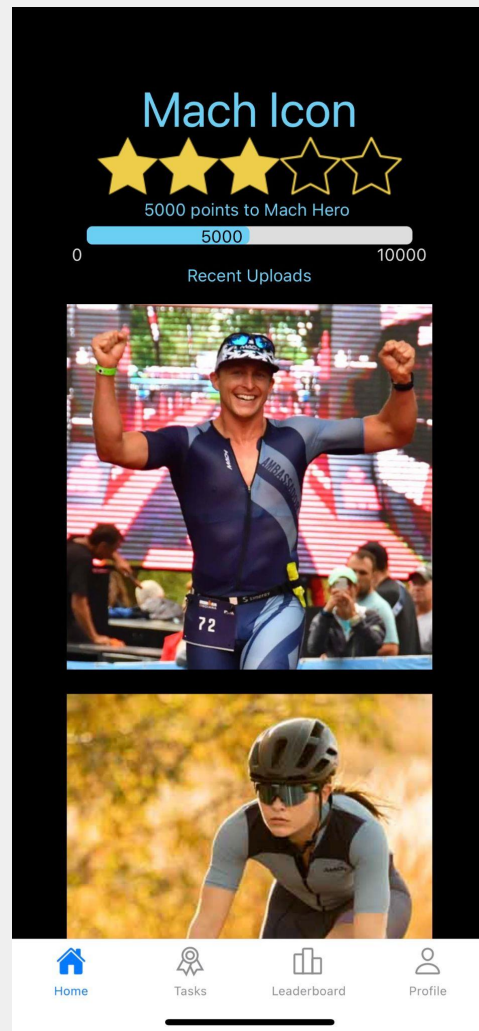
Navigation Bar

- Displays
 - Home
 - Tasks
 - Leaderboard
 - Profile
- Icons prebuild online (Ion Icons)



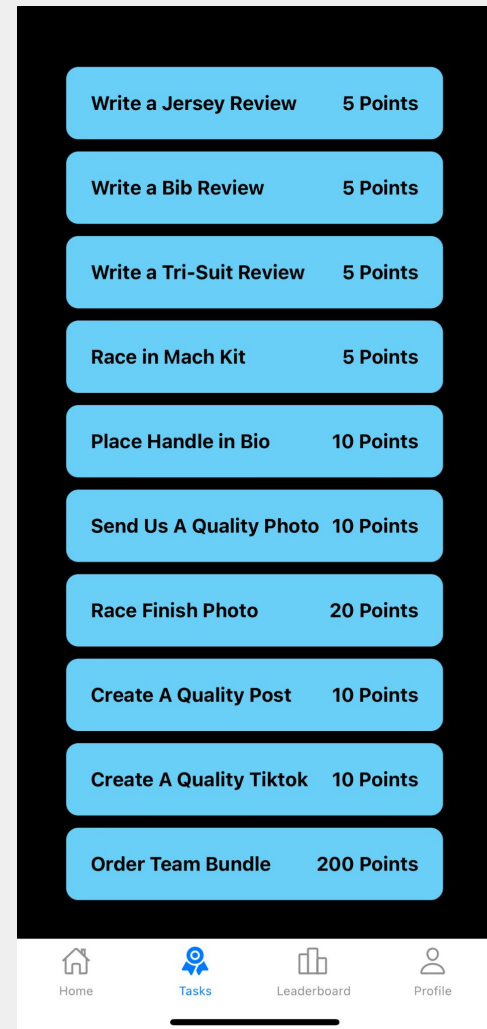
Home

- Displays
 - Mach level
 - Star Bar
 - Points Bar
 - Recent Uploads



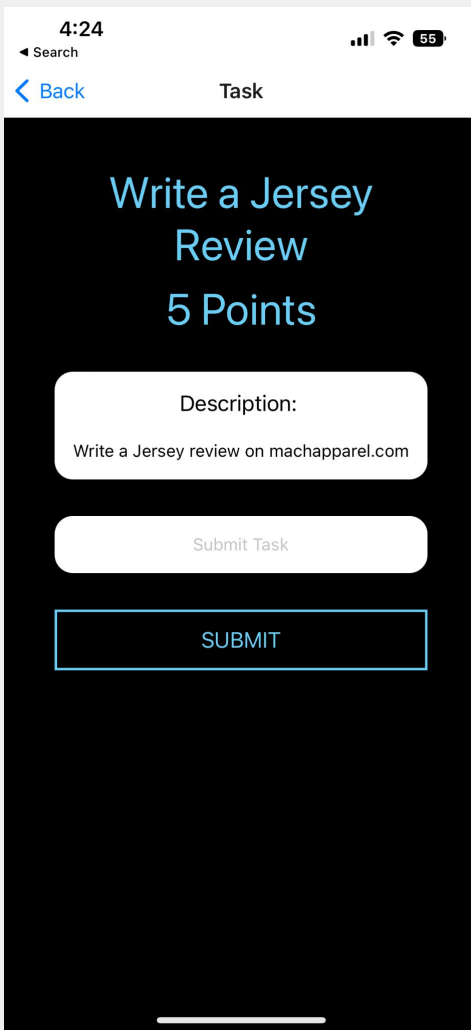
Task List

- Displays a list of all the tasks and their points.
- When clicking on a specific task it brings the user to a page about that task where the user can submit the task for points.



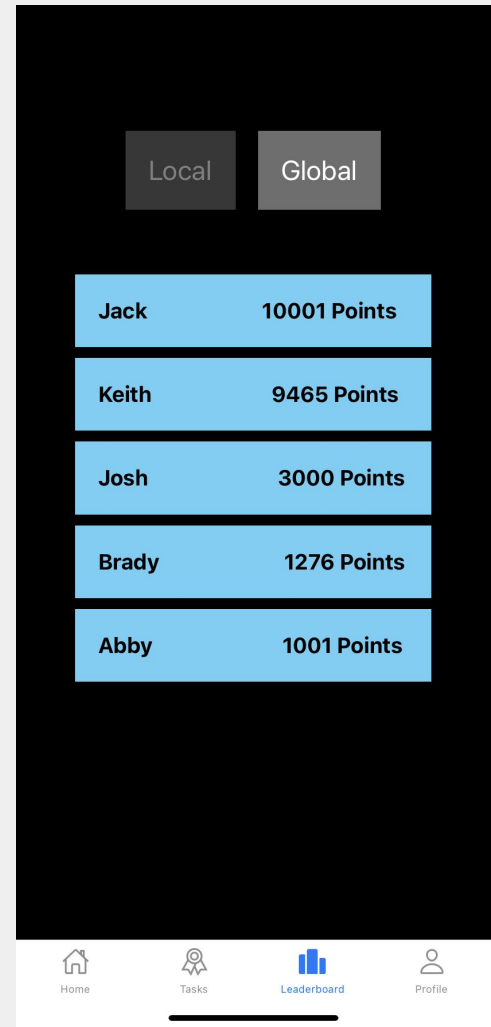
Tasks

- Shows the task's name, points, and description of what to do to complete the task.
- Submit prove that the task is done and press submit for the points to be added to the user's account.



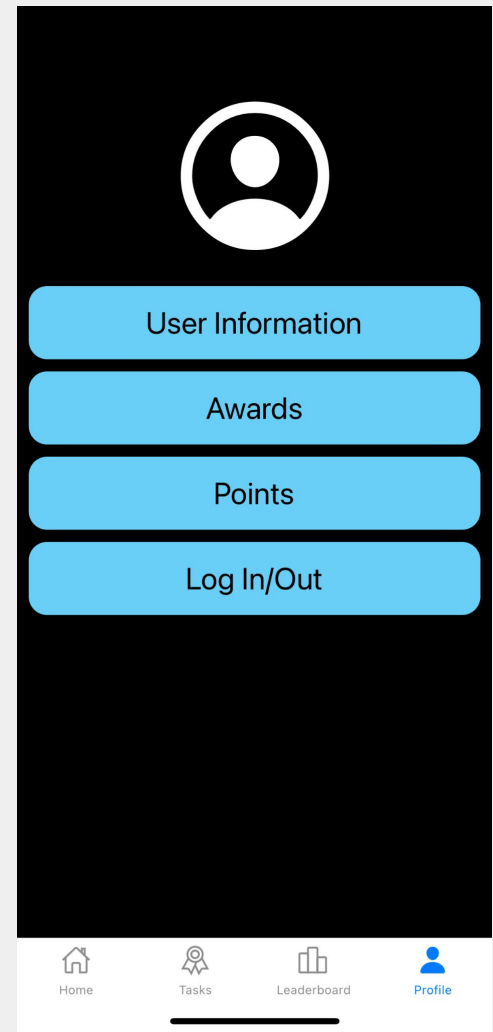
Leaderboards

- Global and Local
- Lists Username and Points



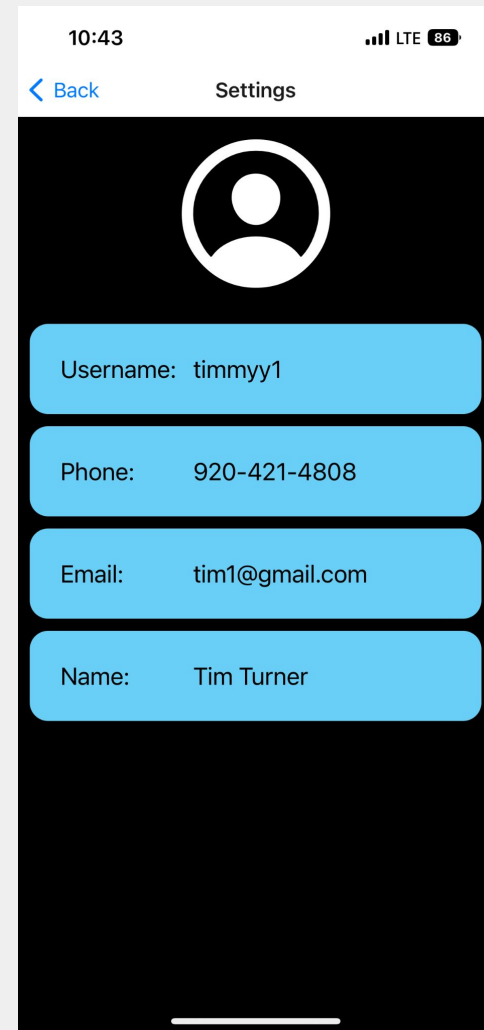
Profile

- Includes user relevant tabs
- User Information displays the user data
- Awards provides a list of awards, based on how many points the user has earned so far
- Points shows all the MACH tiers
- Log In/Out provides a simple logging interface.



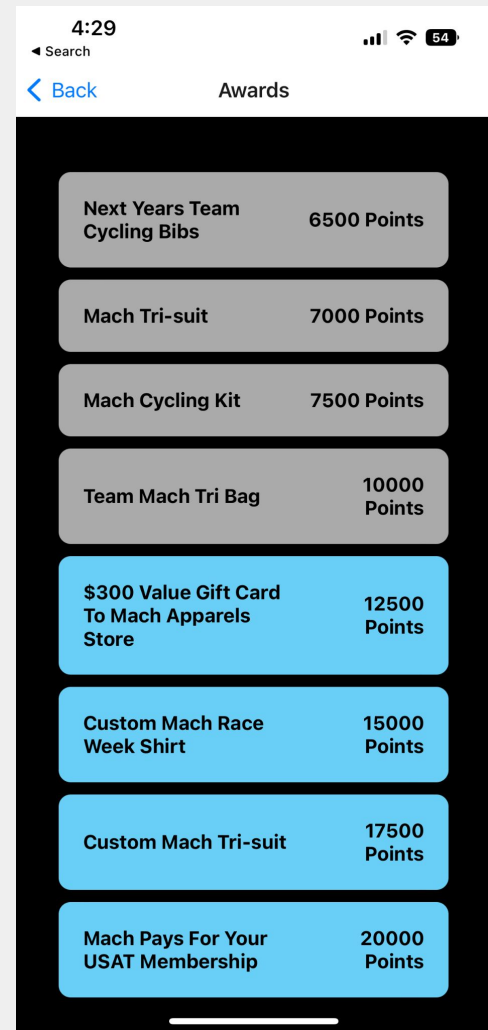
User Information

- Displays user information
 - Current user object used to fill in the information



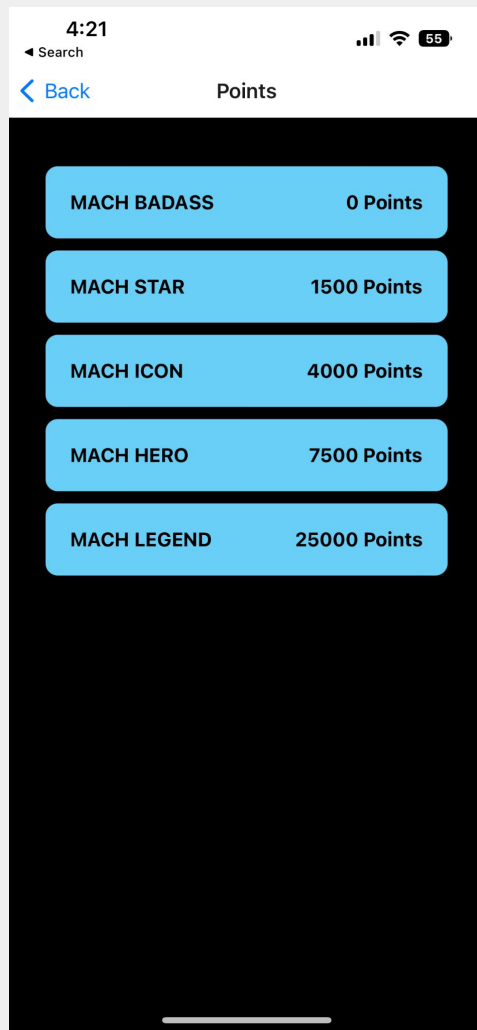
Awards

- Displays a list of all the awards and the points required to get the award.
- Once an award has been received, it will gray out.



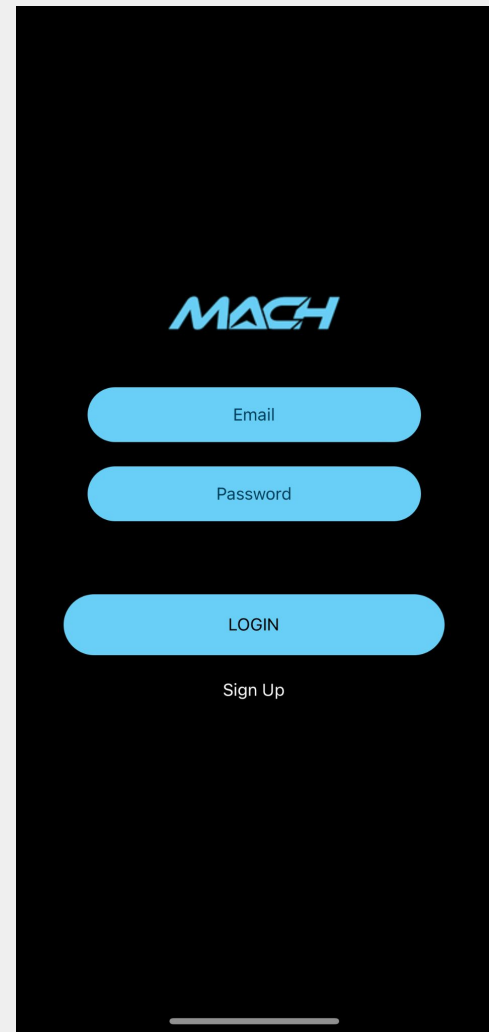
Points

- Displays all the levels and the points required to reach those levels.



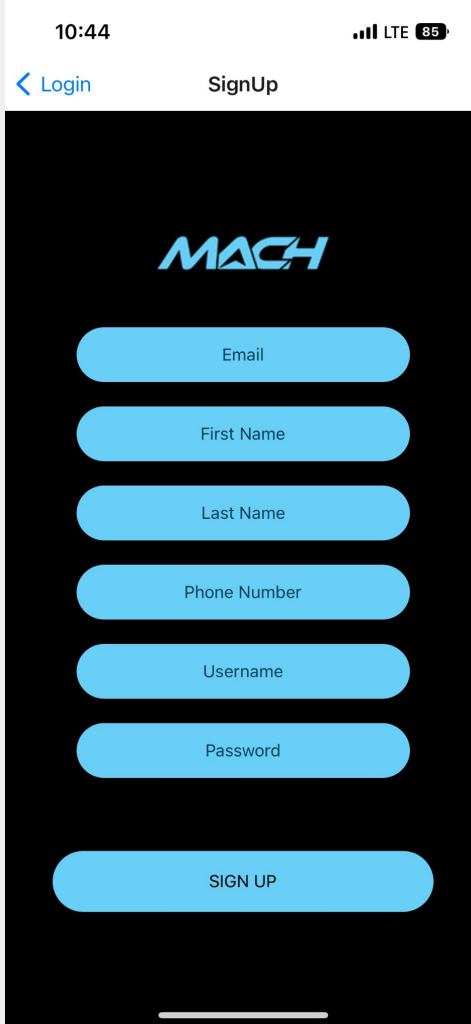
Log In/ Out

- Simple interface for facilitating user log-in
- Email & password checking
 - Throws alerts if incorrect
- Sets the current user field if Email and Password match a user in the system



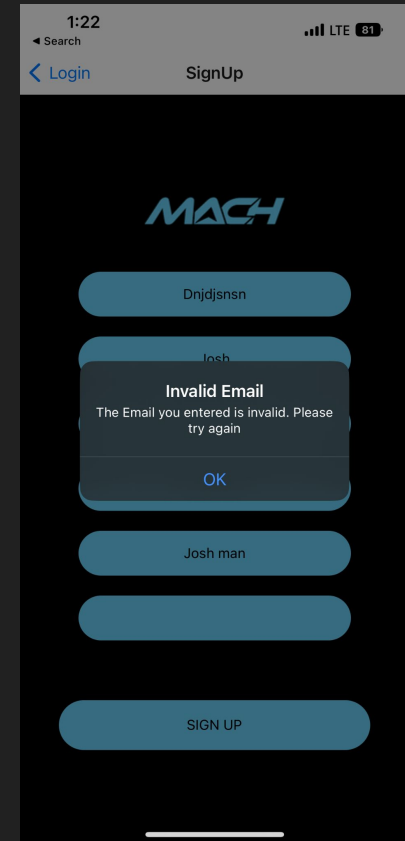
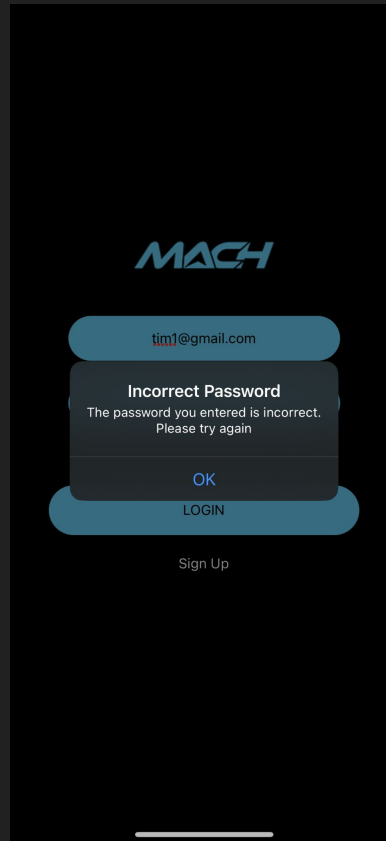
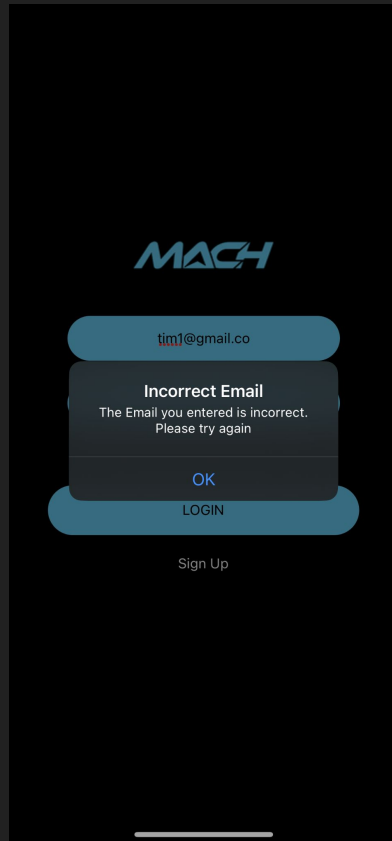
Sign Up

- The sign up page collects all the users information, and adds them to the system
- Provides basic email regex
- Provides existing email checking
- Initializes the user with 0 points



The image shows a mobile application interface for signing up. At the top, the status bar displays the time 10:44, LTE signal, and 85% battery. Below the status bar, there is a navigation bar with a blue back arrow and the text "Login" on the left, and "SignUp" on the right. The main content area has a black background. At the top of this area is the "MACH" logo in a stylized, italicized font. Below the logo are seven rounded rectangular input fields, each with a light blue background and black text. The fields are labeled "Email", "First Name", "Last Name", "Phone Number", "Username", and "Password" from top to bottom. At the bottom of the input fields is a large, rounded rectangular button with a light blue background and black text that says "SIGN UP".

Error Checking



User Testing

Tester 1:

- Good app flow
- Refresh is natural
- Size of phone can mess with some UI elements
- Progress bar bugged
 - Fixed with refresh!

Tester 2:

- Confusion on the inclusion of “Forgot Password”
 - Removed, to be implemented at a later date
- App flow and refreshing is intuitive

Drawbacks & Blockers

- Database
- Password Checking - 2 fields
- Package conflicts and updates



Future Work

- Forgot password - link to website?
- Database
 - Posting pictures
 - Persistent data - points
 - Edit user info
- Little things Dylan mentioned like notifications to remind the user to complete tasks.
- Third party integrations
- Tasks that complete, then re-open depending on time & day - Daily and Weekly
- Admin Account to validates the tasks

The logo for ShipStation, featuring the word "ShipStation" in a bold, italicized, dark blue font. The letter "i" in "Station" is replaced by a green gear icon. A registered trademark symbol (®) is located to the upper right of the word.