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CS 360

Project 1

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The app that will be developed will be a weight Tracking App. The user will create an account in order to log into the app. One aspect of the app that will stand apart from other essential weight tracking apps is the option to choose if they will be using the app to lose, gain or maintain a particular weight range. The application will track a user’s weight via a daily input of weight from the user. The user will be able to utilize a grid created from previously recorded weight tracking data from the user. Users can log the goal weight they wish to achieve while using the app. The app will send push notifications to the user's device when the daily weight logged matches, exceeds, or exceeds the range of the user’s goal weight data.

Many users may utilize the application. The broad range of users will make the application versatile while maintaining a specific set of goals it will achieve. One user that the app will be geared to is a user who will use it to help them lose weight and track their progress. The user will use the app to maintain accountability for their progress by having tangible data to track progress. This user will need to utilize the "weight loss" option on the page to set their goal weight. The user will set their goal weight. The user will also utilize the daily weight tracker input and push notifications to let them know they have reached their goal.

Another user will be utilizing the app to gain weight. This user will use the page to set the goal weight and click the "gain weight" option. This user will use the app as motivation through the data grid to show their progress toward their weight-gaining goals. The motivation can be gained from the daily weight log data grid. The user will have tangible data to review. The user will use the push notification option to be notified when they have reached their weight goal. This user will fall in the minority of potential users. This demographic will be catered to through the features of the app in order to set it apart from similar apps.

Another potential use for the weight tracking app will be individuals trying to maintain a particular weight range. This user may be made of potential users from previous categories that have reached their goals. This user will utilize all features of the app the previous users utilized. This user group can be broken down into other categories as well. Specific examples of this user group would be athletes in sports that require a particular weight to be achieved. Athletes of these sports would include combat sports, gymnastics, runners, or sports requiring weight management. Another example of this user group would be people who are health conscious and want to utilize the app to track daily progress and hold themselves accountable in their health journey. Finally, users may use the app as an educational source to understand particular trends in their weight-tracking journey.

Multiple screens will provide users access to the app's features when breaking down the application. Upon startup, the user will be navigated to a screen with two blue links labeled "Sign In" and "Create Account ."The user will need an account to use the application, so they must create or sign in to a previously created account. The next screen will be similar in looks. The user will enter an email username and then a password. The information will then log the user in. The app's home screen will be the "Log Daily Weight" screen. This screen will have an editText component in order to input weight. Upon clicking on the editText, a 10-key keypad will pop up, allowing the user to input their data. The user will click a button below the editText to enter the data. The screen will then clear the data from the screen. The next screen will be the "Weight Tracking" screen. This screen will be used to track the user's daily weight data via a gridView of the data. The data will be present on the screen showing the data input by the user and the date of the data log.

Another screen that the app will display is the "Set Goal Weight" screen. This screen will allow the user to click radio buttons to specify their app use. The option for the radio buttons is "lose weight," "gain weight," or "maintain weight ."The screen will utilize an editText component to allow users to set their goal weight. Like the previous editText, once the user clicks it, a 10-key pad will pop up to allow the user to enter their data. Finally, the user will click a button to log the goal weight, which will be stored in the app. The data will not be cleared from the screen but will remain there for the user to see.

The final screen will be a "Settings" screen. This screen will have a toggle switch component labeled "allow notifications" toggle switch. The user will use this switch to on or off notifications sent to the user. The notifications will utilize the radio button option selected on the "Set Goal Weight" screen. If the user selects the "lose weight" or "gain weight" options, the notification will alert the user when their weight goal has been achieved. If the user selects the "maintain weight" option, the app will alert the user if their daily logged weight is greater / less than 5 pounds of their set weight.

All screens beyond the login screen will utilize a navigation bar at the bottom of the app. This navigation bar will be at the bottom of each screen after login. The user can utilize the navigation bar to navigate the app to each screen. This navigation bar will make the app's ease of use clear for the user. The user experience will be positive based on this easy-to-use navigation bar.