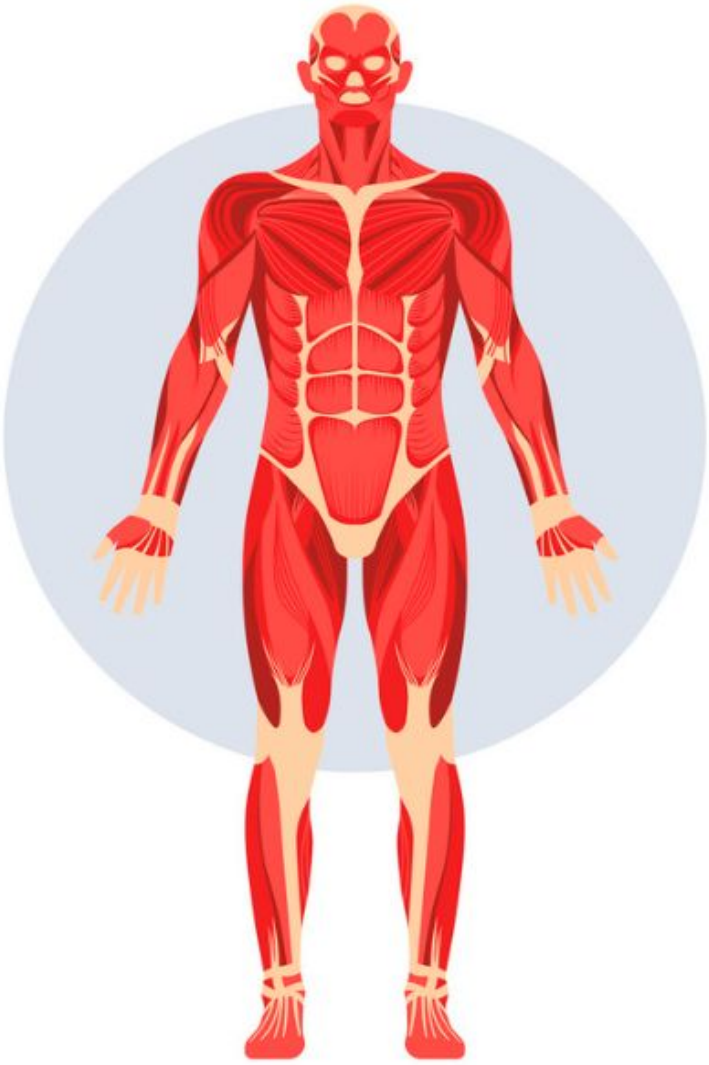


Design Documentation: Bite Body

Authors:	Malik Coleman, David Ibarra, Hector Mendoza, Bryan Rojas
Date:	March 18th, 2020
Version:	2.0

Table of Contents

Executive Abstract

This Design Documentation serves as a reflective, mid development document that allows us to refer to internally as a continuous guide for our web application at https://Bitebody.xyz.
It also serves as a modified blueprint for our trusted stakeholders to view and understand as we approach the initial software development phase. The first component of this document consists of three activity diagrams which lay out the content flow that our three most important features have. The three features being *Creating a workout, Creating a meal plan,* and *Fitness Tracker*. The Architectural Site Map serves as a higher level view of the entire web application from the landing page to the different pages that house our different features. Architectural class diagrams of the backend and frontend are also contained within the document. These describe the structure of the system by showing the system's classes, attributes, and functions. Finally, a working alpha build of our application will be shown off via screenshots for this document.

Behavior: Activity Diagrams

Diagram 1: Creating a workout plan

The *Create a workout plan* feature is locked behind the login page. Upon successful login, users are prompted to input user information to have a daily or weekly workout created. After the workout regimen is displayed you can either keep it for use/reference or opt to reroll and have a new one be created.

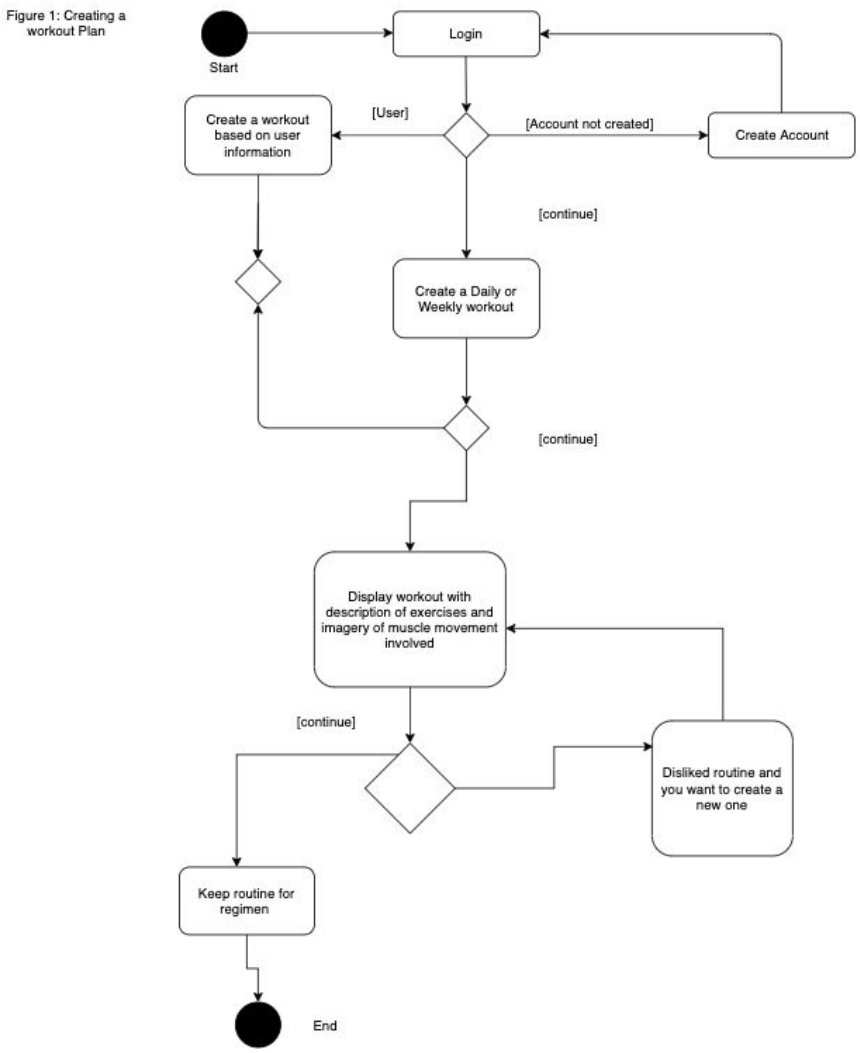


Diagram 2: Creating a meal plan

The *Create a meal plan* feature is locked behind the login page. Upon successful login, users can either create a meal manually or search the site for pre-made meals. Should the user opt to create one manually, they are then required to fill out plan parameters. An invalid input deters progression and valid input allows the user to confirm that the meal follows fitness goals. From there the user selects meal and adds the meal to meal plan calendar. Otherwise, should the user prefer a pre-made meal, the website will prompt for physical characteristic input. Invalid inputs are not accepted and valid inputs then leads to calendar addition and confirmation.

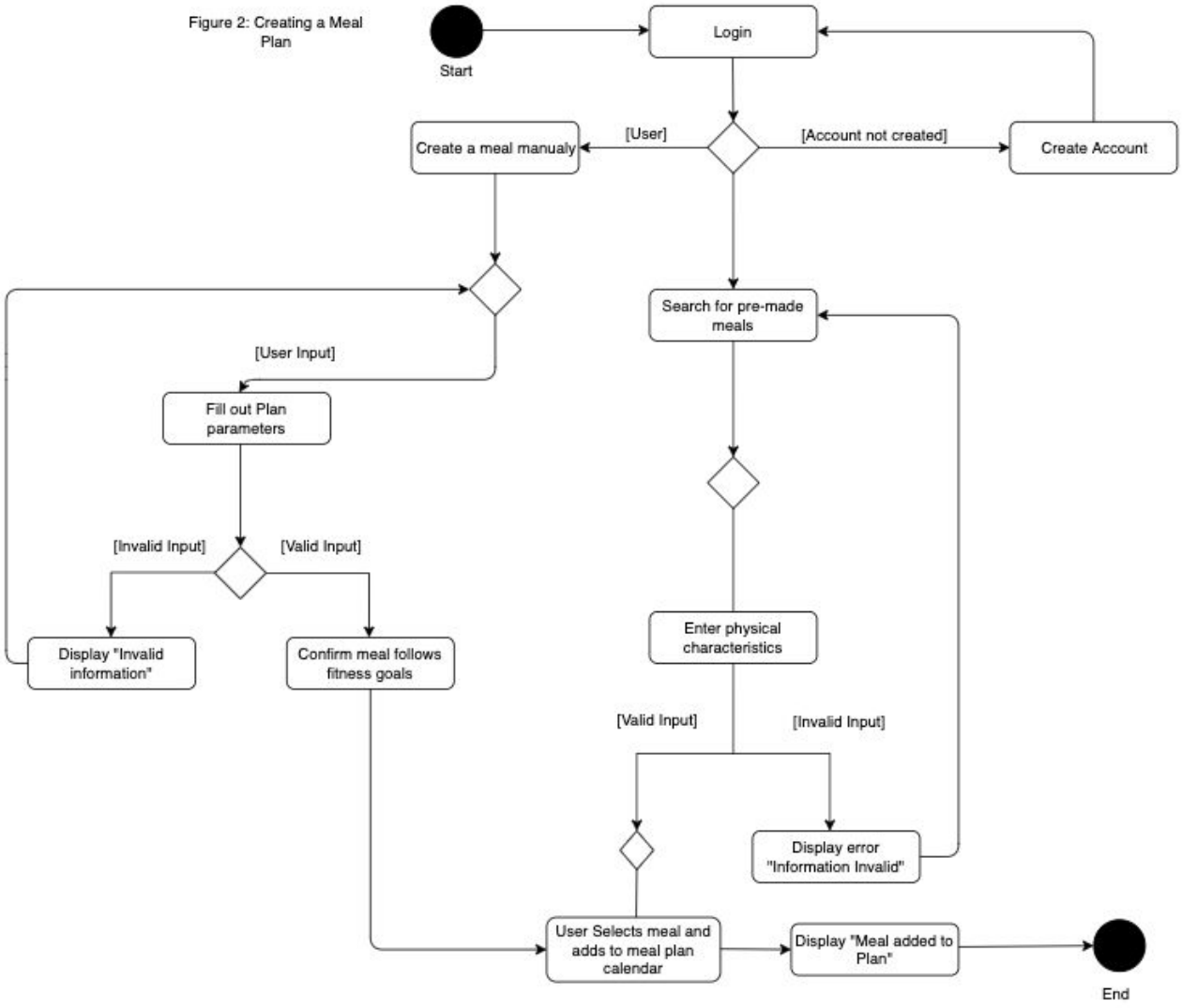


Diagram 3: Fitness Tracking

The *Fitness Tracking* feature is locked behind the login page. Upon successful login, any user can search for current fitness goals. Upon doing so they should either add workouts or meal plan should they be missing. If they are not missing then they go to the user's profile, have their fitness goals displayed, and prompted for certain progress parameters that when entered correctly adds info into the tracker and has the goals that are completed/pending displayed.

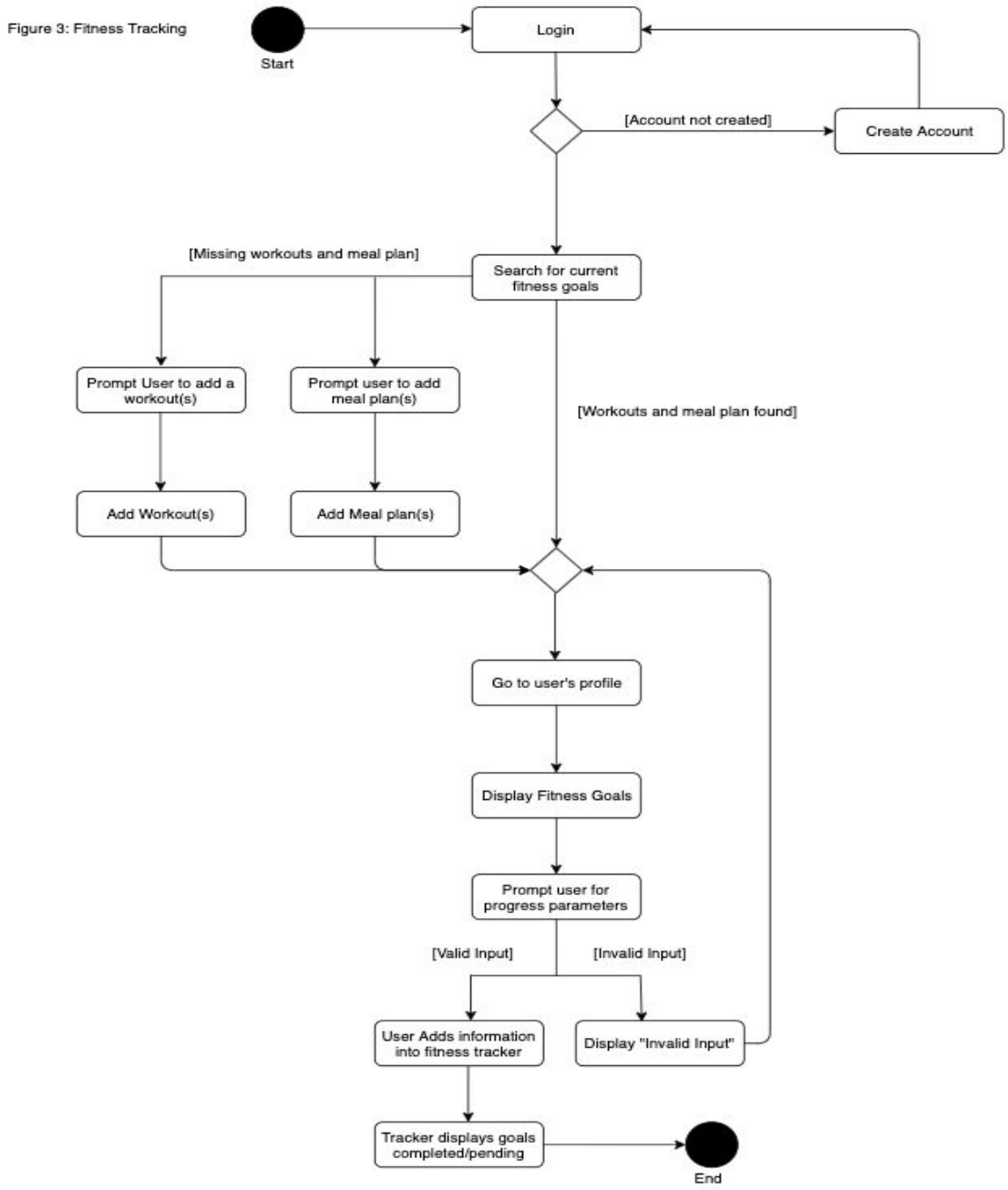
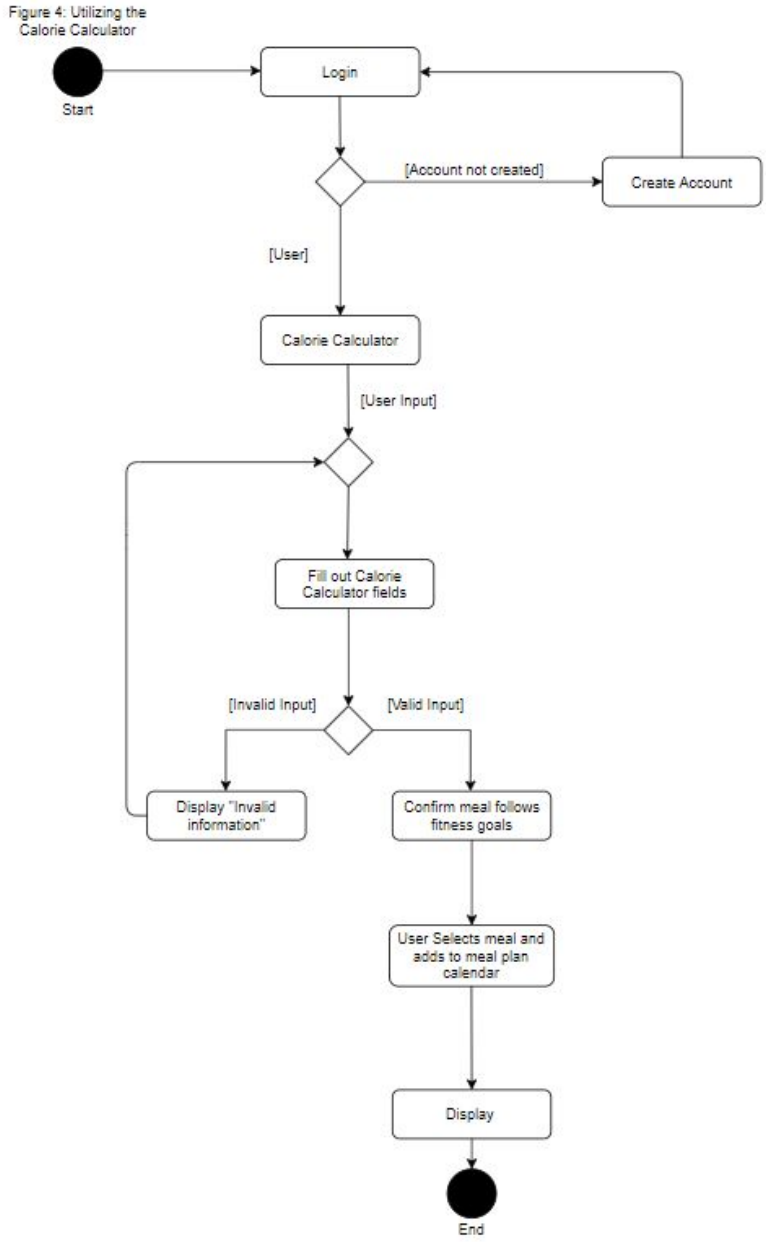


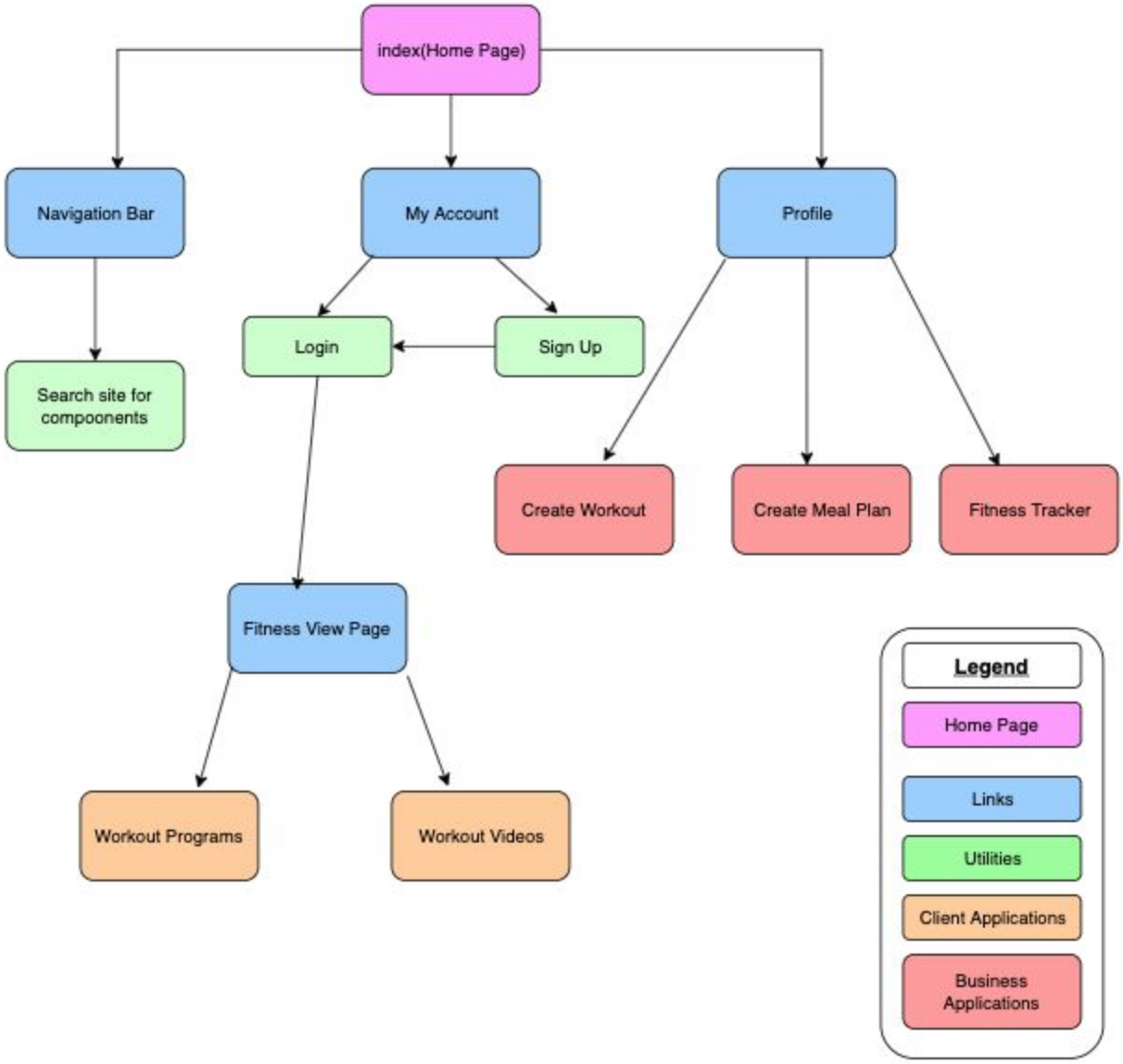
Diagram 4: Utilizing the Calorie Calculator

The *Calorie Calculator* feature is locked behind the login page. Upon successful login, any user can use the calorie calculator from the dropdown menu. Use our calorie calculator to determine your daily caloric needs based on your height, weight, age and activity level. With it you can figure out how many calories you need to burn in order to drop or gain weight.



Architectural Site Map

Our Architectural Site Map details a high level mapping of the web application and all the features that are accessed at certain junction points. The legend provides an easy way to determine which aspects of our application are links, utilities, client applications, and business applications. It is important to note that the site map, in its current iteration, only maps the three most important features outlined in our activity diagrams and does not outline the entirety of our application's features and functions.

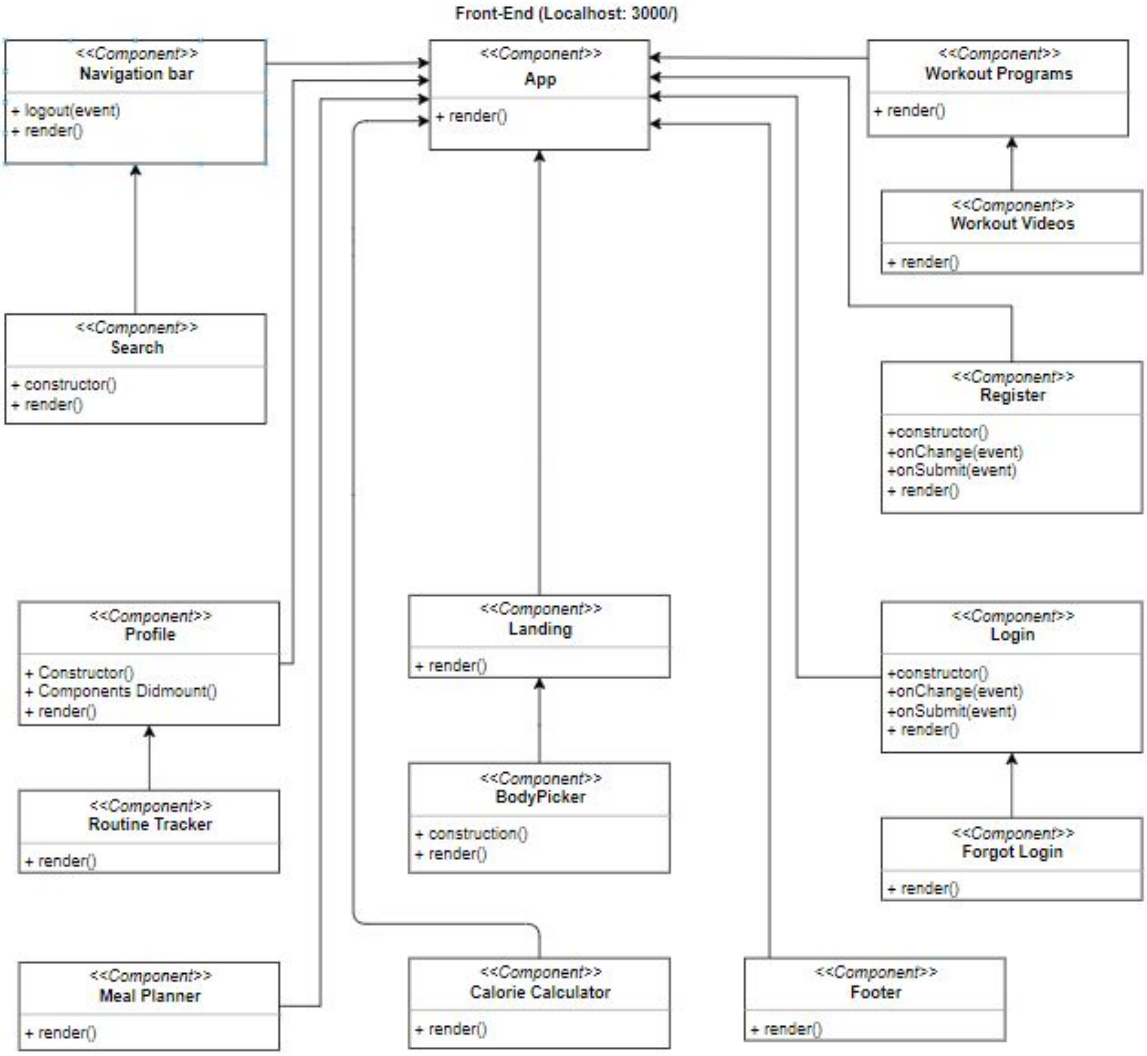


Architectural Class Diagrams

Frontend Diagram

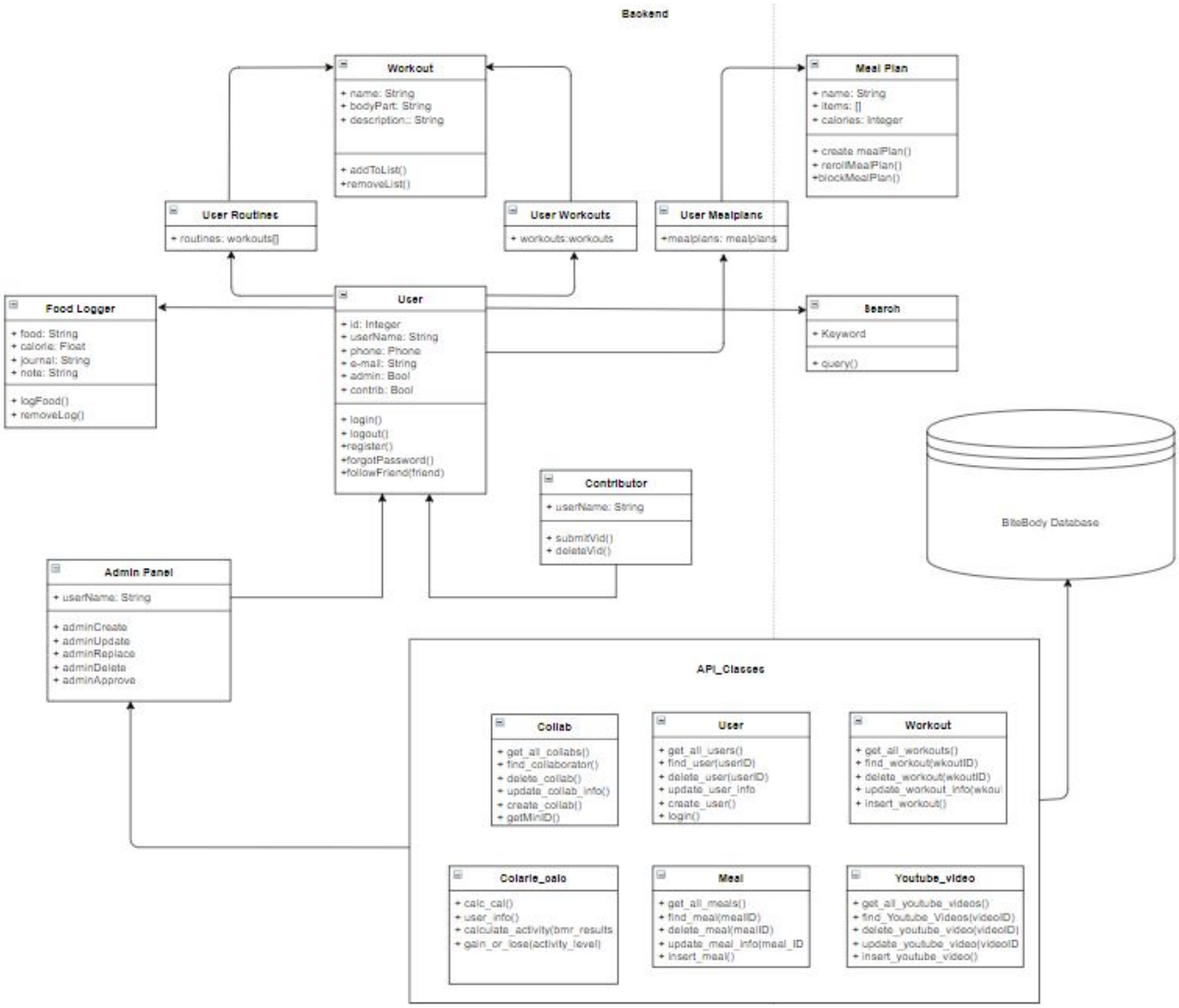
The frontend class diagram is using the React JavaScript framework to detail the classes that will be used and how they are interconnected with one another. React will be utilized solely as a view/client for our application. There will be no computing logic done in the frontend other than rendering components and keeping track of state for each of these components. In other words, the logic present at the frontend level is almost exclusively a visual effort.

The app class will handle rendering all of the components we have created. Given that we are using single page application technology, most classes are connected to the application component. Every component connects to the app because they are housed as subsets within the application itself.


Front-End (Localhost: 3000/)
<<Component>>
Navigation bar
+ logout(event)
+ render()
<<Component>>
App
+ render()
<<Component>>
Workout Programs
+ render()
<<Component>>
Workout Videos
+ render()
<<Component>>
Search
+ constructor()
+ render()
<<Component>>
Register
+constructor()
+onChange(event)
+onSubmit(event)
+ render()
<<Component>>
Profile
+ Constructor()
+ Components Didmount()
+ render()
<<Component>>
Landing
+ render()
<<Component>>
Login
+constructor()
+onChange(event)
+onSubmit(event)
+ render()
<<Component>>
Routine Tracker
+ render()
<<Component>>
BodyPicker
+ construction()
+ render()
<<Component>>
Forgot Login
+ render()
<<Component>>
Meal Planner
+ render()
<<Component>>
Calorie Calculator
+ render()
<<Component>>
Footer
+ render()

Backend Diagram

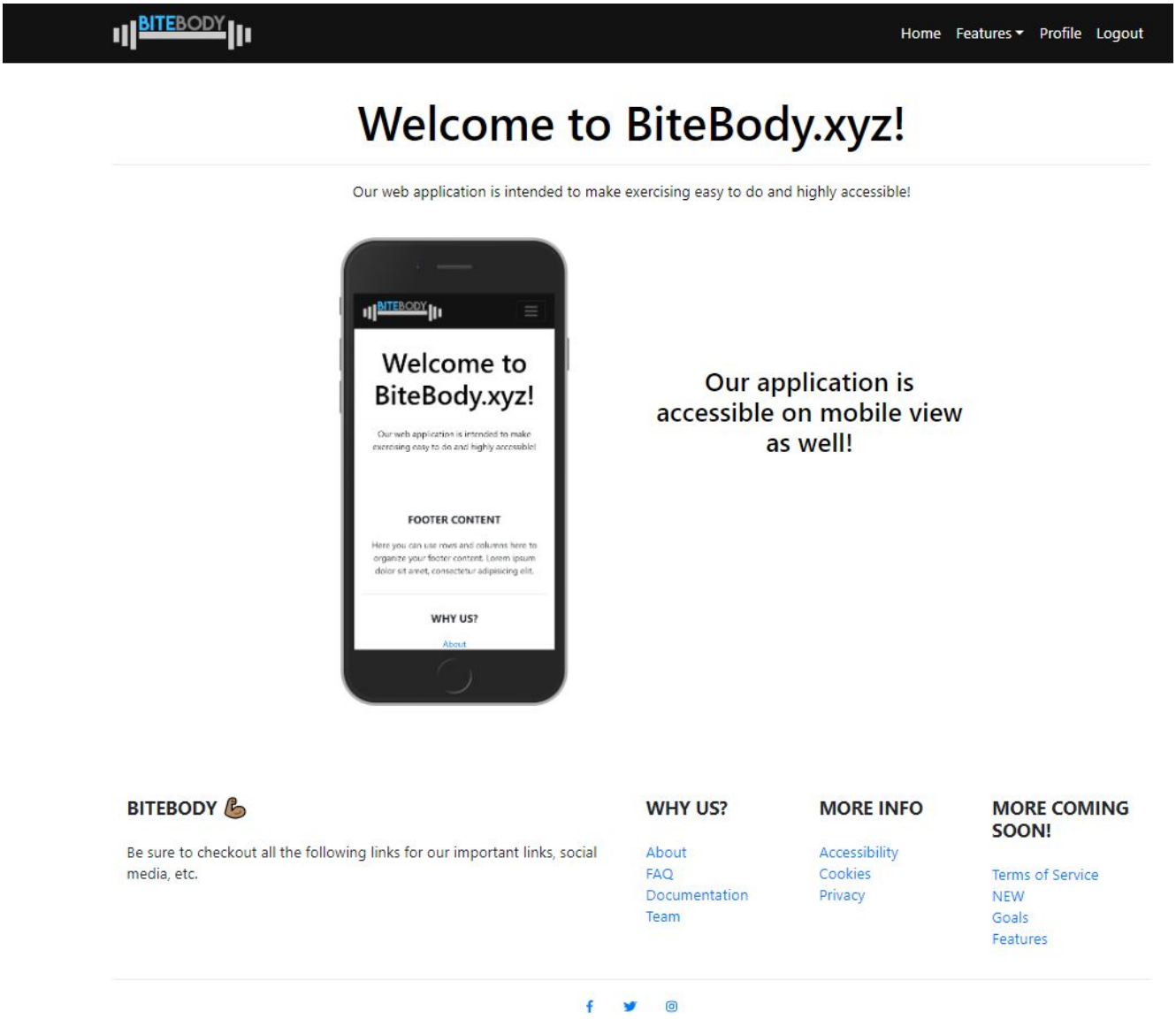
The backend class diagram is using the Flask Python framework to detail the classes that will be used and how they are interconnected with one another. It handles all the CRUD applications, connects to database, creates sequel queries for database, serializes/deserialized data, handles security such as password encryption, creates our objects for frontend to render, handles meal prep logic, and searching for workouts.



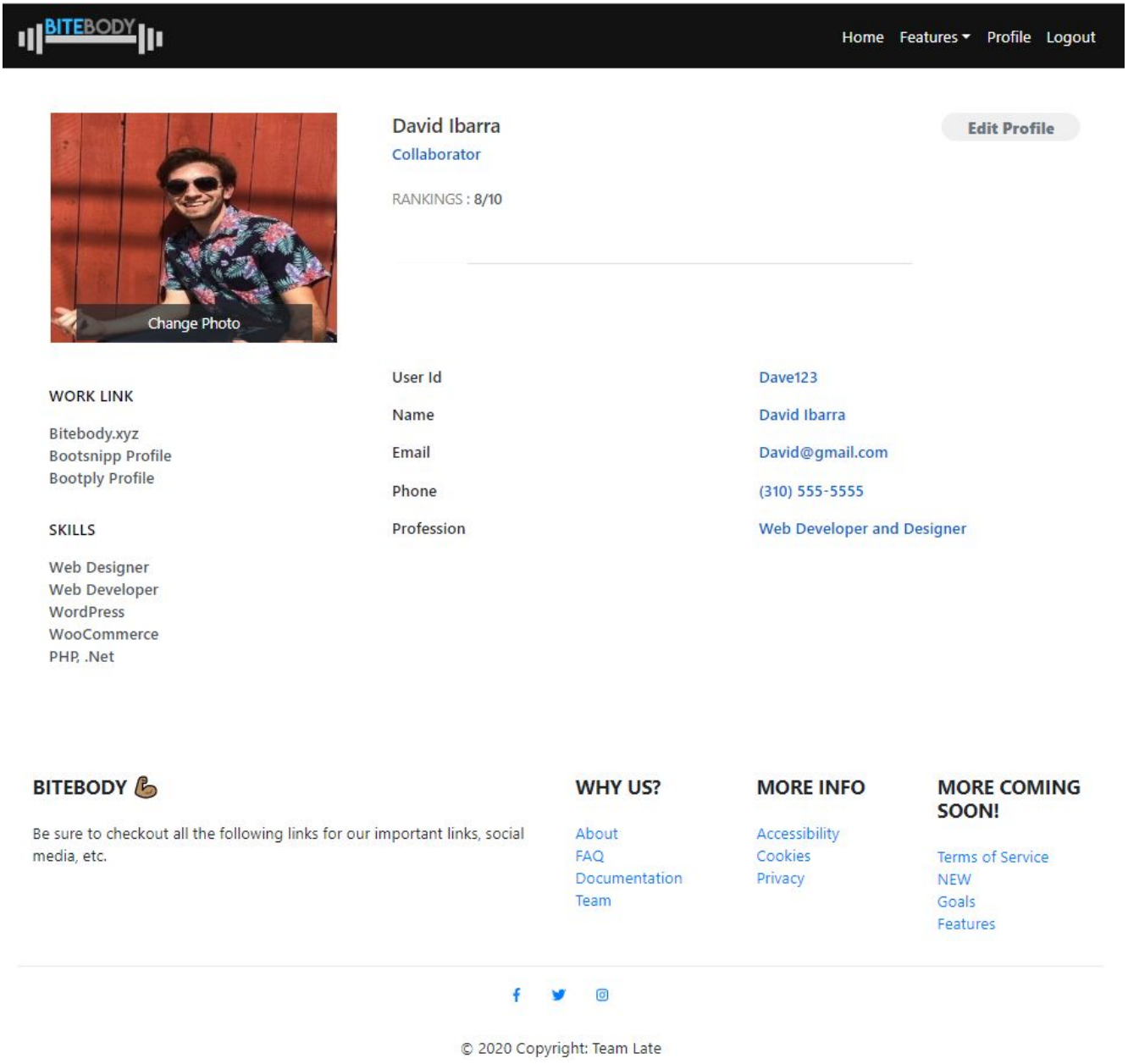
Alpha Build

Screenshots

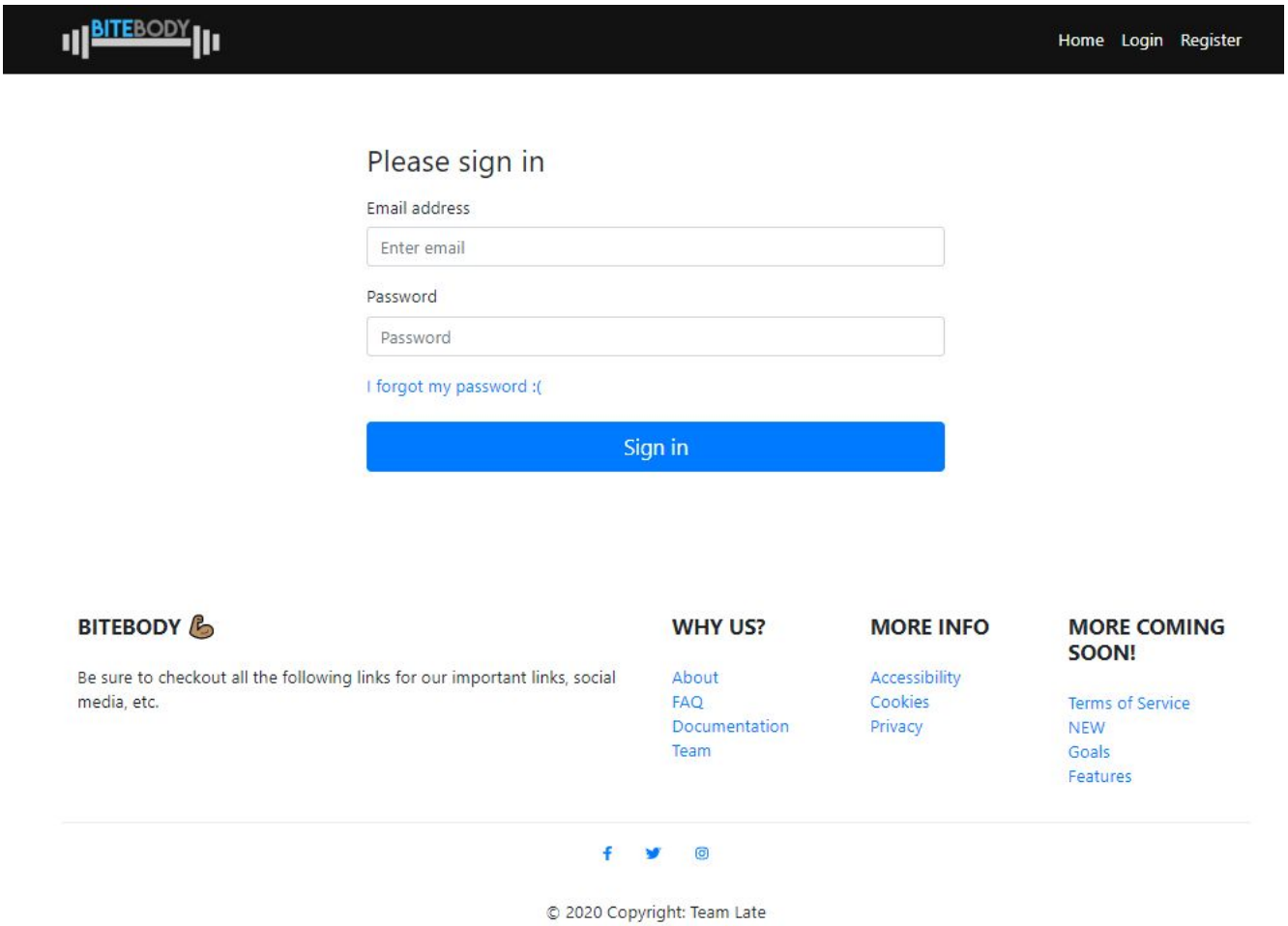
Landing Page



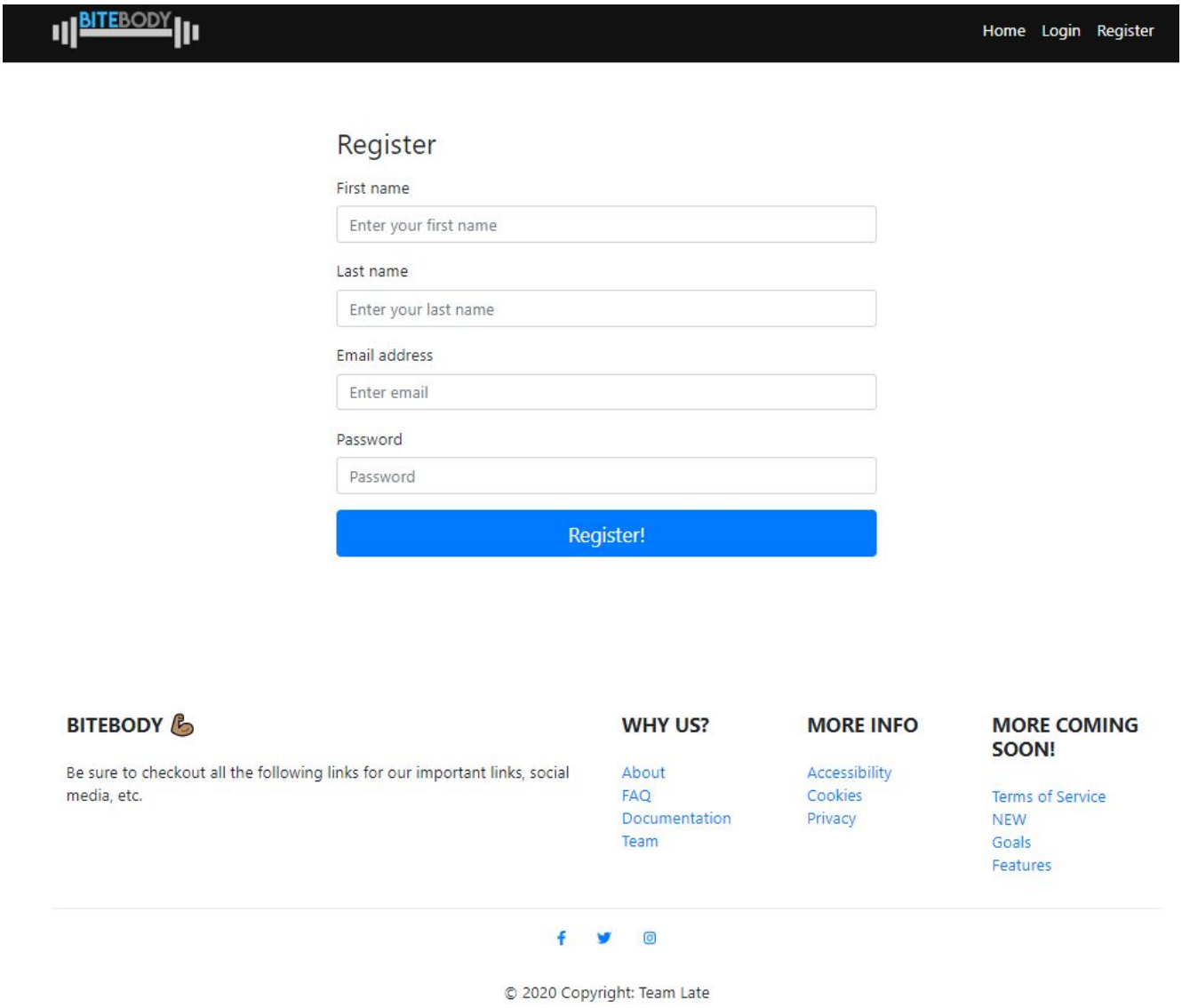
Profile Page



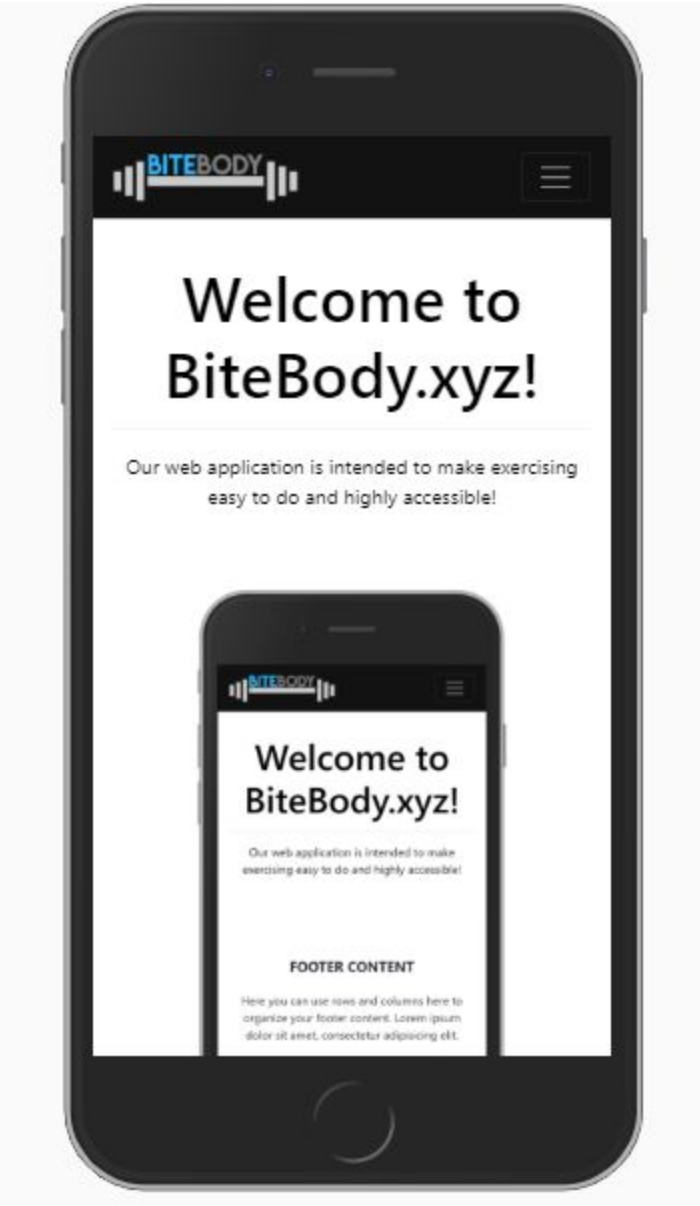
Sign-in Page

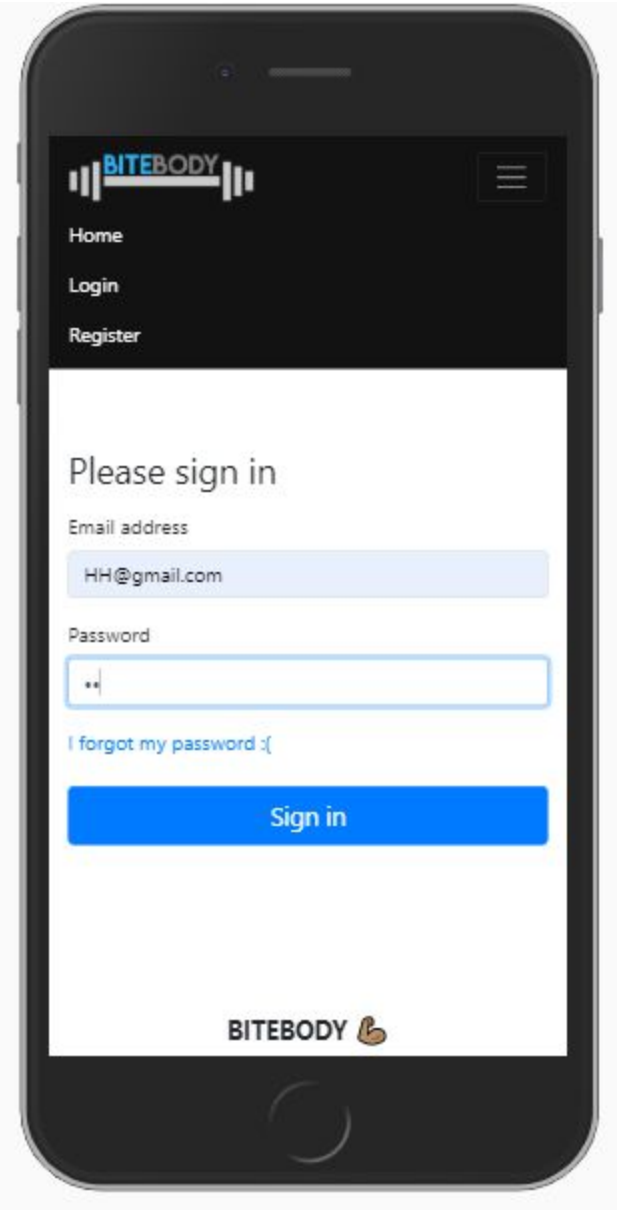

BITEBODY
Home Login Register
Please sign in
Email address
Enter email
Password
Password
I forgot my password :(
Sign in
BITEBODY
Be sure to checkout all the following links for our important links, social media, etc.
WHY US?
About
FAQ
Documentation
Team
MORE INFO
Accessibility
Cookies
Privacy
MORE COMING SOON!
Terms of Service
NEW
Goals
Features
© 2020 Copyright: Team Late

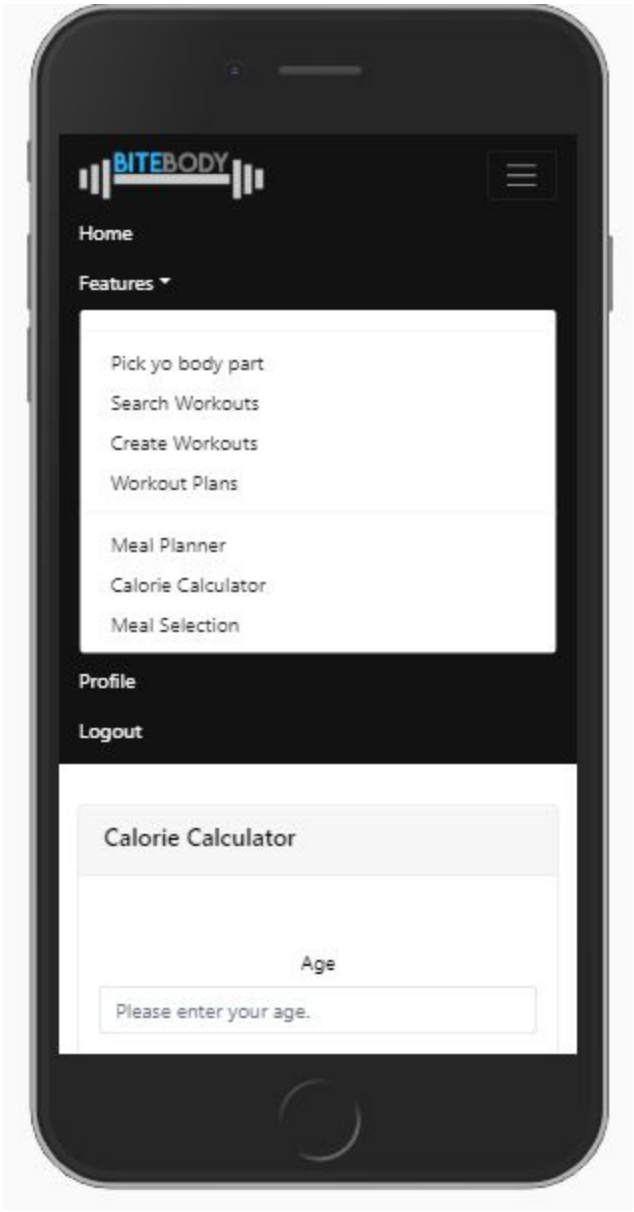
Sign-up Page


BITEBODY
Home Login Register
Register
First name
Enter your first name
Last name
Enter your last name
Email address
Enter email
Password
Password
Register!
BITEBODY
Be sure to checkout all the following links for our important links, social media, etc.
WHY US?
About
FAQ
Documentation
Team
MORE INFO
Accessibility
Cookies
Privacy
MORE COMING SOON!
Terms of Service
NEW
Goals
Features
© 2020 Copyright: Team Late

Mobile View


BITEBODY
Welcome to BiteBody.xyz!
Our web application is intended to make exercising easy to do and highly accessible!
BITEBODY
Welcome to BiteBody.xyz!
Our web application is intended to make exercising easy to do and highly accessible!
FOOTER CONTENT
Here you can use rows and columns here to organize your footer content. Lorem ipsum dolor sit amet, consectetur adipisicing elit.


BITEBODY
Home
Login
Register
Please sign in
Email address
HH@gmail.com
Password
I forgot my password :(
Sign in
BITEBODY


BITEBODY
Home
Features
Pick yo body part
Search Workouts
Create Workouts
Workout Plans
Meal Planner
Calorie Calculator
Meal Selection
Profile
Logout
Calorie Calculator
Age
Please enter your age.