

RUN

UNITE

# Run Unite



Home of The Running Communities



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Founders

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Istanbul, Turkey

# Executive Summary

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- 01** Hello. We are Arda Gürsul and Tuğra Demirel, founders of the Run Unite.
- 02** In this presentation, we will cover the general functionality of our project and list the screens that will be developed in the project.
- 03** Run Unite is a project that focuses on running communities' and runners' needs.



# Positioning

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## What's the Current Solution

Strava is currently the leading running app in the world with its high-quality distance-tracking technology. However, their solution to getting runners together with running communities are not effective.

## What Makes Us Better?

Run Unite is an application that focuses on the community side of running. Run Unite will give the runners the opportunity to easily join teams and make new friends.

## Why use Run Unite?

Runners will be able to find scheduled running activities no matter where they are in the world. With Run Unite, no one has to run alone.



# Run Unite

Home of  
Running Communities



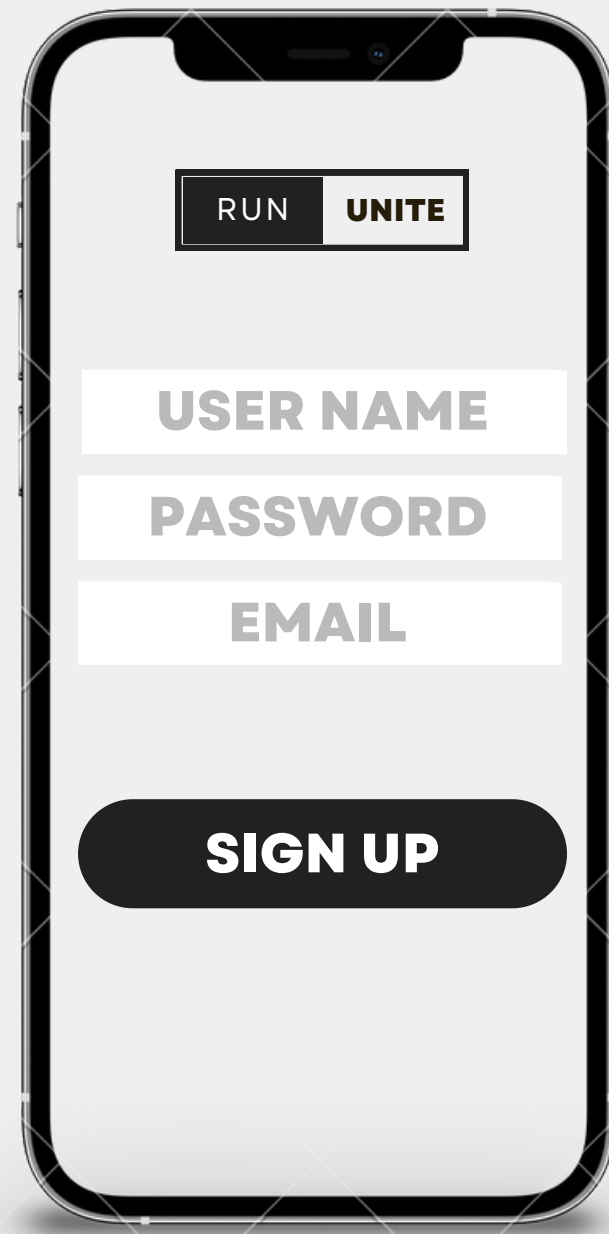
- 01** Run Unite is an application for the running community, therefore our project's screens and their functionalities are based on runners' needs.
- 02** Our project has 11 screens and 14 connections between these screens.
- 03** Let us explain the screens

# Loading and Authentication Screen



- 01** On the left, there is the loading screen if it is needed. This screen is not included in the 11 screens that were mentioned before. It will only be used if there is a need due to opening time taking longer than expected. This screen is not used and takes the user to the authentication screen.
- 02** In the authentication screen, there will be two buttons: "Login" and "Register". If the user clicks on the login button, will be directed to the Login Screen. If the user clicks on the register button, will be directed to the Register Screen.

# Register Screen



- 01** The Register Screen will gather the user's username, password, and email. When the user clicks on the "Sign Up" button, the user will be created and the user will be directed to the login screen.
- 02** If one or more of the gathered information is invalid (already existing username, already used email, etc.) the user will not be created and the user will be directed to a new register screen.

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# Login Screen



- 01** The Login Screen will gather the user's username and password. When the user clicks on the "Sign In" button, the user will be checked for validity and the user will be directed to the main screen.
- 02** If one or more of the gathered information is invalid (not existing username, wrong password, etc.) the user will not be created and the user will be directed to a new login screen. Also, the user will be notified of the error.

# Main Screen



- 01** The Main Screen will display the closest runs (in date order) to the user. The runs will be displayed using table view. In each cell; the team logo and name, run time, place, and distance will be displayed.
- 02** The Main Screen will have five buttons for different use cases. Each button will have an image or text implying its function
- 03** Let's continue with the main screen use cases



# Main Screen / Profile Info Screen



- 01** If the profile button is clicked, the user will be directed to the Profile Info Screen.
- 02** The Profile Info Screen will display the user's profile info. Username, team, email, and city info will be displayed.
- 03** The Profile Info Screen will be presented modally.

# Main Screen / Team Page Screen



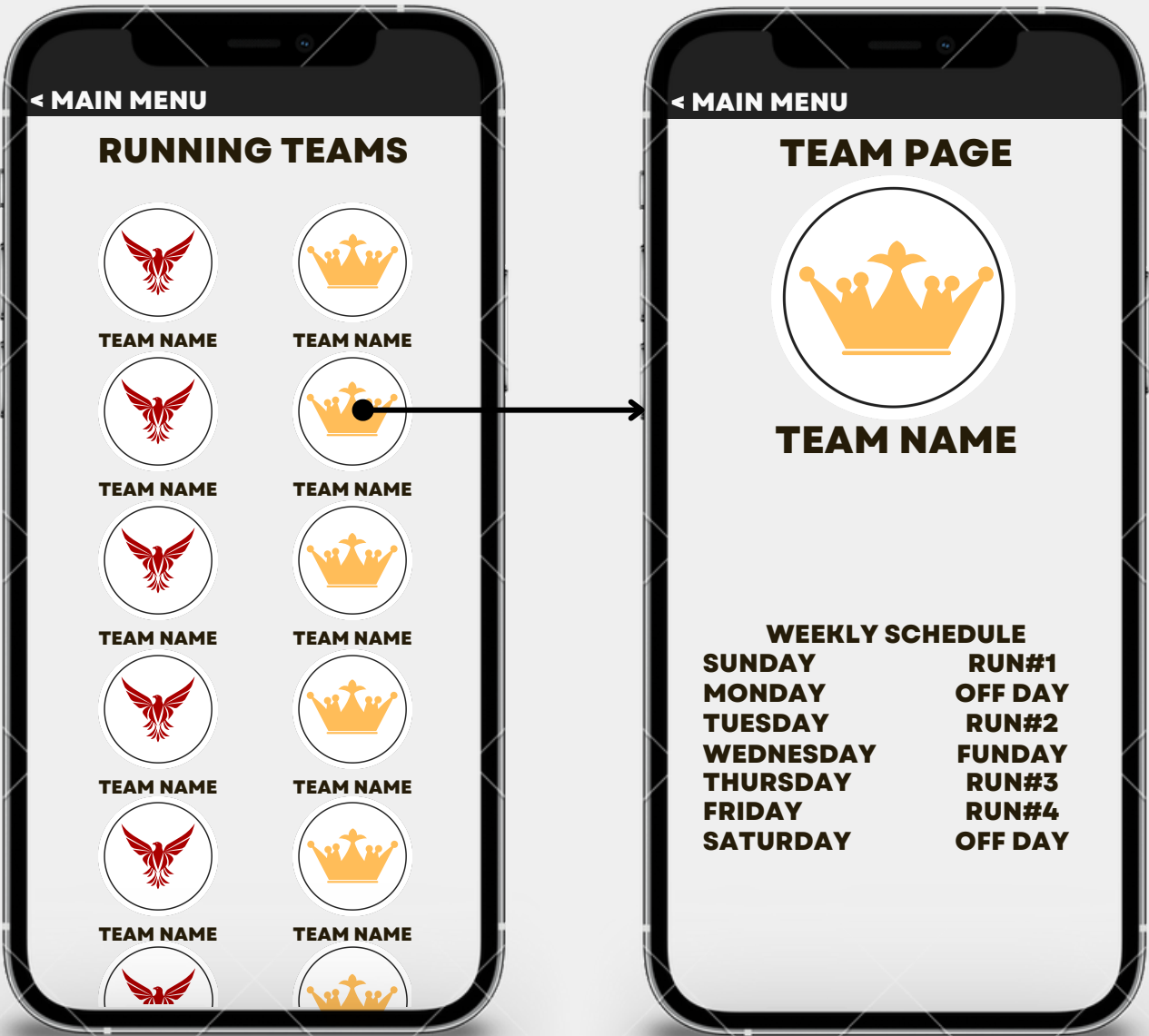
- 01** If the team button is clicked, the user will be directed to the Team Page Screen.
- 02** The Team Page Screen will display the user's registered team's team page. The team logo, name, and weekly schedule info will be displayed.
- 03** The Team Page Screen will be shown.

# Main Screen / Team List Screen



- 01 If the team list button is clicked, the user will be directed to the Team List Screen.
- 02 The Team List Screen will display the teams in the user's chosen city. The team logo and name will be displayed for each team.
- 03 The Team List Screen will be shown.

# Team List Screen / Team Page Screen



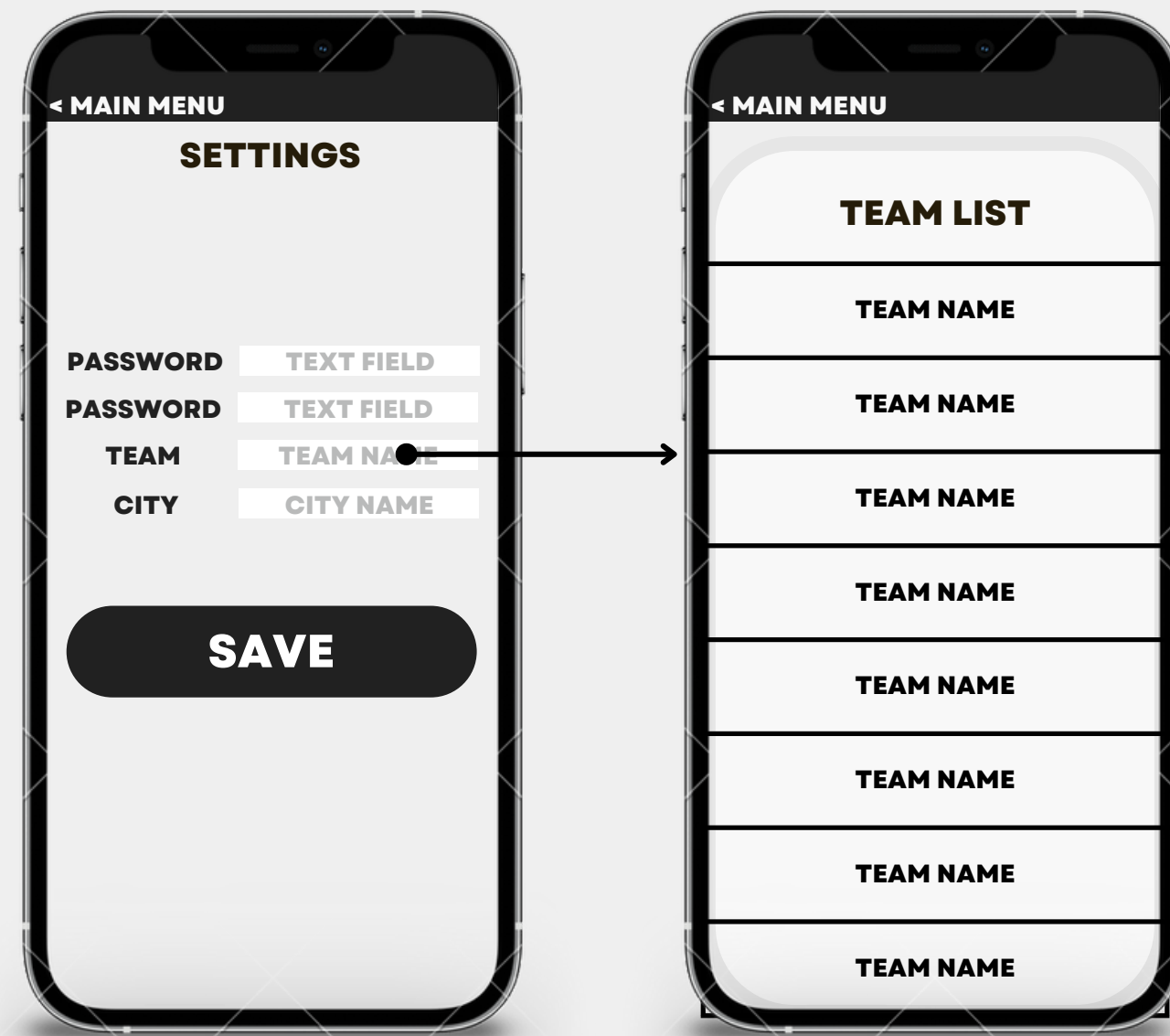
- 01 If the team cell is clicked on, the user will be directed to the Team Page Screen of the corresponding team.
- 02 The Team Page Screen will display the user's registered team's team page. The team logo, name, and weekly schedule info will be displayed.
- 03 The Team Page Screen will be shown.

# Main Screen / Settings Screen



- 01** If the settings button is clicked, the user will be directed to the Settings Screen.
- 02** The Settings Screen will display the user's set info. The user will be able to change their set info using the Settings Screen.
- 03** The Settings Screen will be shown.

# Settings Screen / Set Team Screen



- 01** In the Settings Screen, the user will click on the information that is displayed to change it. The user will be directed to a screen where they can choose a new password, team, or city.
- 02** If the team name is clicked, the user will be directed to the Set Team Screen.
- 03** The Set Team Screen will display the list of teams that the user can choose from. The user will be able to change their team info using the Set Team Screen. The user's team will change depending on the team the user clicks on.
- 04** The Set Team Screen will be presented modally. The Set Team Screen will use Table View.



# Main Screen / Settings Screen / City List Screen



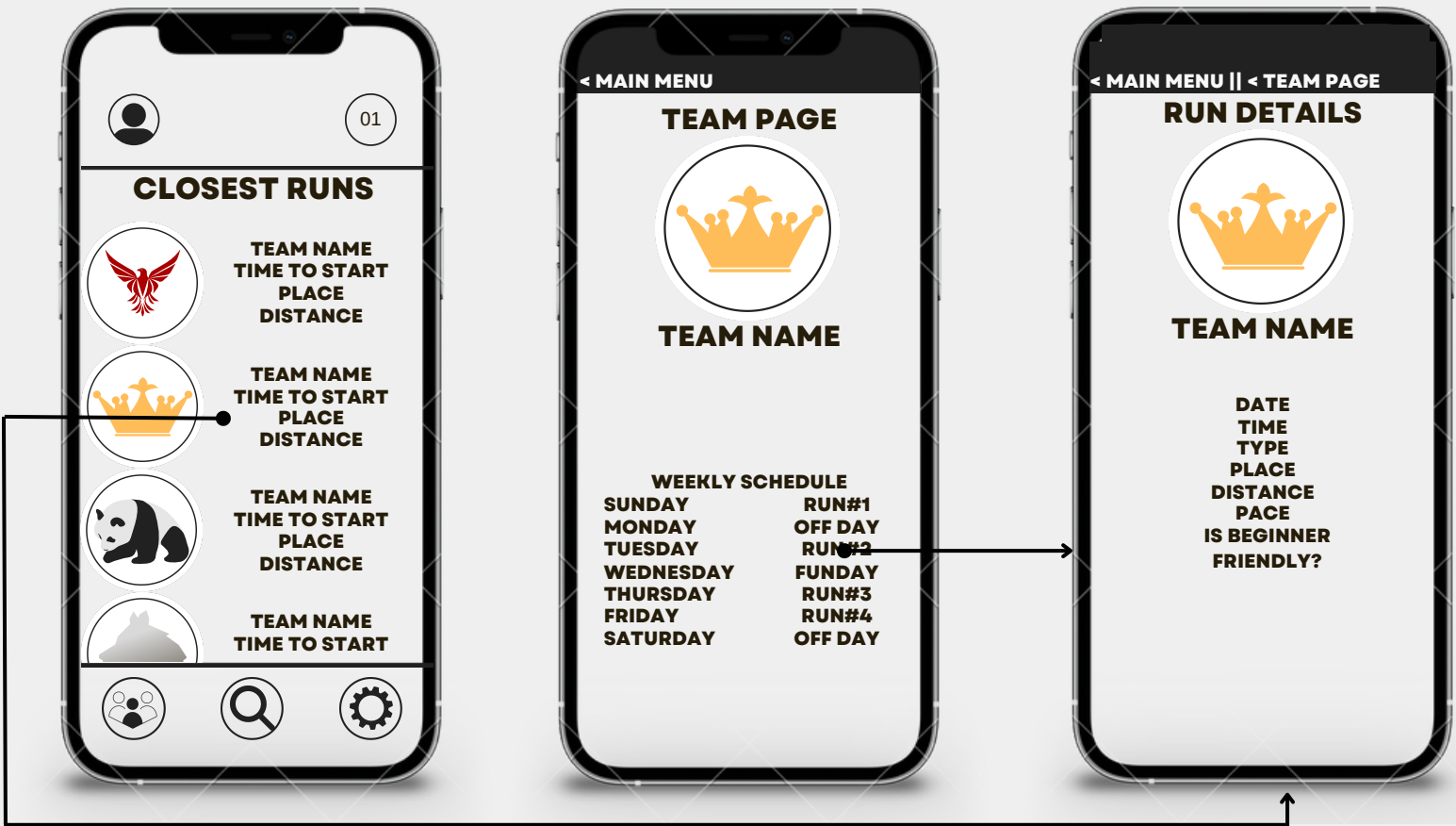
**01** If the settings button is clicked, the user will be directed to the City List Screen.

**02** The City List Screen will display the list of cities that the user can choose from. The user will be able to change their chosen city info using the City List Screen. The user's chosen city will change depending on the city the user clicks on.

**03** The City List Screen will be shown. The City List Screen will use Table View.

**04** The City List Screen can be also reached by clicking the city name in the settings screen.

# Main Screen / Team Page Screen / Run Detail Screen



- 01** If the cell on the closest runs list is clicked, the user will be directed to the Run Detail Screen.
- 02** The Run Detail Screen will display the run's date, time, type, place, distance, pace, and beginner friendliness. The user will also be able to see the team name and logo.
- 03** The Run Detail Screen will be shown.
- 04** The Run Detail Screen can be also reached by clicking on the run that is displayed on the weekly schedule on the team page screen.



# Data Storage

- 01** Run Unite will have two kinds of data.
- 02** The first data type will be users. Each user will have a username, password, email and a city for location.
- 03** The second data type will be teams. Each team will have a logo, a name, and a run schedule. The run schedule will consist of run-type objects. These objects will have the run's date, time, type, place, distance, pace, and beginner friendliness.
- 04** The data for Run Unite will be stored in JSON format.

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# Thank You



**Contact us to learn more**

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