### Gymtendo

### GymGo

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# 01 INTRODUCTION



#### **INTRODUCTION**

### **Our Team**



**Ethan Wang** 



**Isaac Mitchell** 



**Kevin Wang** 



**Emma Cotrell** 



**Emily Zabron** 

# App Description



#### **WHAT IS**

### **GymGo**

GymGo is a website dedicated to getting you to go to the gym more often through fun, interactive features. These features include: xp for doing exercises, friends to compare yourself against, leaderboards (friend and global), boss raids, and preset goals / paths for people who are just getting started or don't know what exercises they want to do. The website also includes a bright, friendly UI that's sure to entice potential users!



# O3 App Purpose



#### **Targeted Audience and**

## App Purpose To motifate users who are trying to better their fitness goals

- Combines goal tracking, habit building, and community accountability to keep users engaged.
- A personalized experience helps motivate our users through the XP point system along with the leaderboard and friend system.



# O4 Tech Stack





### handlebars







### **Techstack**

- JavaScript



- Handlebars



- HTML



- Node JS



- CSS



- Github



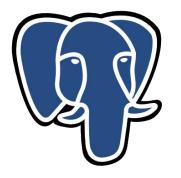












Postgre SQL



### Render



### **Techstack**

- Chai



- Mocha



- VSCode



- PostgreSQL

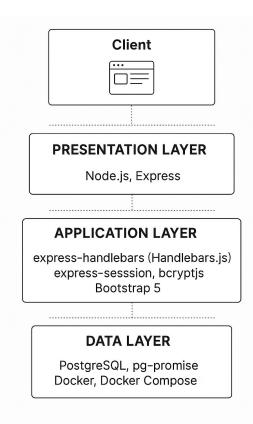


- Render



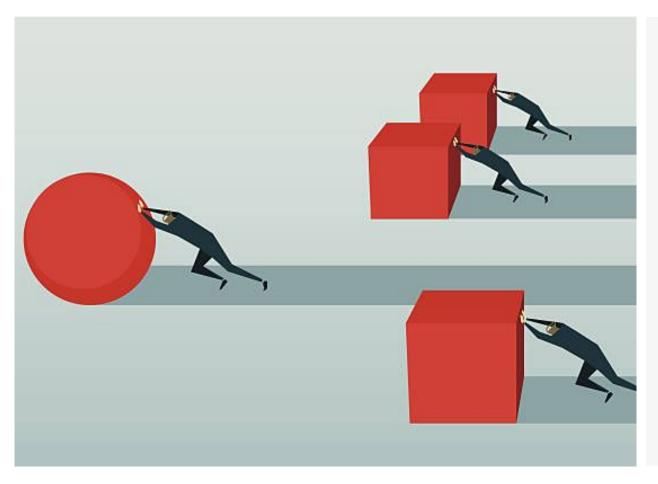
- Docker





# Challenges and Mitigation





### **Challenges**

- -Git merge conflicts caused confusion and slowed us down early on
- -Setting up the database later than planned, which delayed development of certain pages that depended on it being in place.
- -The core functionality of our app took longer than expected, as we debated different ideas before aligning on a clear direction.

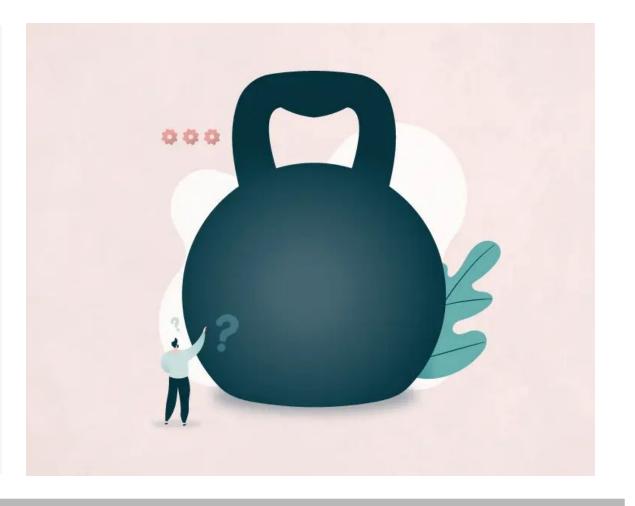
# () () Future Growth



#### **Forethought and**

### **Future Growth**

- Provide more options for interacting with other gym-goers
- Bring in implementations to provide diet tracking and other healthy lifestyle choices like meditation for XP
- Bring in more artistic creativity to improve the UI elements and create custom sprites or graphics for different exercises/bosses to further gamify the process



### Thank you

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