Independent Institution of Education Varsity College

ProactiveTM – Taking Change Through Healthy Habits
By

Dane Govender, Joshua Ashley, Keagan Thorp and Gerard Govender

A Planning and Design document submitted in fulfilment of the requirements for the Bachelor of Computer and Information Sciences in Application Development (BCAD0701) for the Open-Source Coding Module (OPSC7311)

School of Information Technology

Lecturer: Mr. Yusuf Paruk

Head of IT: Mr. Ebrahim Adam

DECLARATION

I, Dane Govender, Joshua Ashley, Keagan Thorp and Gerard Govender declare that,

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I have correctly cited all my sources of information.	
My referencing is technically correct, consistent, and congruent.	
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Introduction

Team Proactive™ is a health and fitness company that makes it their goal to ensure that everyday people who struggle with their lifestyle can find new and innovative ways to take control of their health and better themselves for a brighter tomorrow. With the advancement of technology and mobile applications, **Team Proactive™** have decided to create an app that will allow users to choose healthy category workouts to complete at their respective gyms and will also allow them to time their workouts and keep a track record of all the progress they have made throughout their **Proactive™** journey. This has led to the decision to create the ultimate fitness time tacker app.

Introducing Proactive™: Taking Charge Through Healthy Habits!

Throughout this document, multiple aspects will be reviewed such as the <u>overview of</u> the application, the <u>requirements of the application</u>, the prototype design, and the team project plan. All these aspects will link back to the information that was researched within the Research Document so that the best application can be created for our users.

Application Overview

Proactive[™] is a mobile app for Android systems that will unite health and fitness users and ensure that they can take a **Proactive[™]** approach towards their life by choosing, working out, and logging workout categories with exercise timesheets to track and time their progress. The app will be created using the Kotlin programming language with Android Studio and Firebase Databases, making full use of an open-source environment for software development.

The team will have an incremental development foundation but will also incorporate agile methodologies to handle unforeseen changes. The application will make use of a monolith MVC approach. This will allow the team to work with a set plane that is ready for potential upsets, and an application that is layered and reliable. The scope of the project will span from the beginning of the semester until the POE documentation and application is due roughly in the middle of June.

Our project development phase approach is as follows:

- Phase 1: Research
- Phase 2: Plan
- Phase 3: Design
- Phase 4: Build
- Phase 5: Evaluate

When the project development phase is completed, the app will be put through the production phase and will be published to the Android Play Store.

The **Proactive™** icon design looks as follows:



As discussed in the Research Document, there were multiple innovative features of other existing mobile apps that stood out and interested **Team Proactive**TM to use as foundational ideas in **Proactive**TM.

These were some of the features that were chosen to be implemented in our app:

- 1. Customizable Workout and Timesheet Categories: Inspired by both Harvest, HubStaff and the Strong app, this feature allows users to categorize their activities, whether for fitness or work, which aids in detailed tracking and reporting.
- 2. Enhanced Timesheet Entries: Borrowing from Harvest and HubStaff's detailed time tracking, **Proactive™** users should be able to log detailed workout times, descriptions, and categories, providing a comprehensive overview of their fitness regimen alongside their professional tasks.
- 3. Visual Progress and Time Tracking: Like Strong's progress graphs, visual representations of time spent on workouts, as well as professional tasks, would be a motivational tool and help users stay on track with their fitness and productivity goals.
- 4. Integrated Photo Log: Taking cues from Harvest's ability to attach receipts, **Proactive™** users could attach photos to each workout entry for a visual record of their progress, like form improvements or completion of routines.
- 5. Adjustable Daily Fitness and Work Hour Goals: Drawing inspiration from Harvest's project time estimations, **Proactive™** could allow users to set minimum and maximum daily workout goals, promoting a balanced approach to fitness and work.
- 6. Reviewable Historical Entries: Both apps offer history viewing capabilities, so **Proactive™** should provide a chronological log of workouts and timesheets, with filters for custom time frames and easy access to attached photos.
- 7. Categorical Time Analysis: Leveraging Harvest's reporting features, **Proactive™** would enable users to see how much time they're dedicating to each workout category, assisting in fitness focus Adjustments.
- 8. Workout Consistency Graphs: In line with Strong and Harvest's graphical feedback, **Proactive™** could offer graphs to show workout consistency, overlaying daily goals to provide insight into how users are meeting their fitness targets.
- 9. Goal Achievement Visualization: Like the visual project budget tracking in Harvest, **Proactive™** could provide a visual representation of staying within fitness and work hour goals over a set period, encouraging users to maintain a balanced lifestyle.

Requirements

Functional Requirements

The functional requirements will describe the actions that the system will perform based on user decisions and actions made to the system. These will include:

User Authentication

- The system will allow users to register as new members. They can register with their email address.
- The system will allow registered users to login and logout with their existing accounts. Login will require these email and password fields.
- The system will store users in a Firebase Authentication Database.

Navigation Bar

- The system will display a navigation bar along the bottom of the screen to help the user move between screens and sections of the application.
- The system will display 5 navigation bar items, separating the system into 5 main aspects: Home Page, Workout and Exercise Creation Page, Progress
 Visualization Page, Specific Time Period Workout and Exercise Viewing Page, and Account Page.

Help Information

• The system will display help screens for specific screens that may cause confusion or could possibly contain some ambiguity. These screens will help for user understanding and clarification.

Account Management

- The system will allow users to enter new details about their account such as their first name, last name, gender, and birthdate.
- The system will allow users to view their account details and make changes to certain fields and save those changes.
- The system will allow users to delete their account.

Homepage Workout Viewing

• The system will include a homepage that will show the workout plans that include any exercises for that specific date.

Category Workout Plan

- The system will allow users to create their own custom workout plans. Workout plans include fields such as a unique ID, a category name, and a category description. Workout displays will also include an overall exercise progress bar.
- The system will allow the users to edit workout descriptions and delete their chosen workout plans.
- The system will store the workout plans in a Firebase Database.

Timesheet Exercise Plan

- The system will allow users to add a workout category to create their own custom exercise plans. Exercise plans include fields such as a unique ID, an exercise name, and an exercise description, information about how to complete the exercise, optionally an exercise photograph, a date of exercise, the dates start time, the dates end time, and an exercise category. Exercise categories that users will choose from will include cardio, core, arms, back, chest, legs, and full body. Exercise displays will include a log time button to enter progress.
- The system will allow the users to edit specific fields about their exercises as well as delete their chosen exercise plans.
- The system will allow users to view their exercise information using modern and sleek UI techniques along with complementary visual aid (gamification).
- The system will store the workout plans in a Firebase Database.

Log Exercise Time

- The system will allow users to log their exercise time, and this will increase the overall workout progress bar (gamification).
- The log page will allow users to view their minimum and maximum daily goals so
 they can see whether they have exercised between these goal hours, or if they
 have failed to meet the goals by either exceeding or sub seeding the required
 times.

Progress Visualisation Charts

- The system will give the option to enter in a date range to view the daily progress chart in which they will enter their start and end date to view a bar chart visual presentation of the total hours exercised within this time, along with a bar of their min goal, max goal, and their actual daily time for every day within the date range.
- The system will group the total hours of minimum goals, maximum goals, and logged times for all exercises with the same recorded date as a date in the range to collect the exact values for each minimum, maximum, and daily hour bar for the chart.
- The system will also display a monthly progress chart in the form of a calendar that will tick off days when the daily goals were met by being between the min goal and max goal. Other days will be left as blank or '-' (gamification).
- The system will allow users to select what month they can view to see all related monthly progress history (gamification).

View Workouts and Exercises

- The system will allow users to choose between workouts and exercise to view from and select a date range to view all the items selected within a chosen period.
- The system will display workouts with the total time collected from all logged exercises within that workout along with exercises depending on user choice.

Non-Functional Requirements

Scalability

- The system will make use of storing data in a Firestore NoSQL database which will implement flexibility and scalability of data and especially unstructured data. (Firebase, 2024)
- The system will make use of Firestore and Firebase, allowing for automatic horizontal scaling when more users become active on the system. (Firebase, 2024)

Security

- The system will make use of storing data in a Firestore database and Firebase Authentication table, ensuring that security is kept through encrypted data between https user sessions. (Firebase, 2024)
- The system will make sure that any database persisted data will be linked to each user's account and not public, preventing the leaking of personal information to other users.

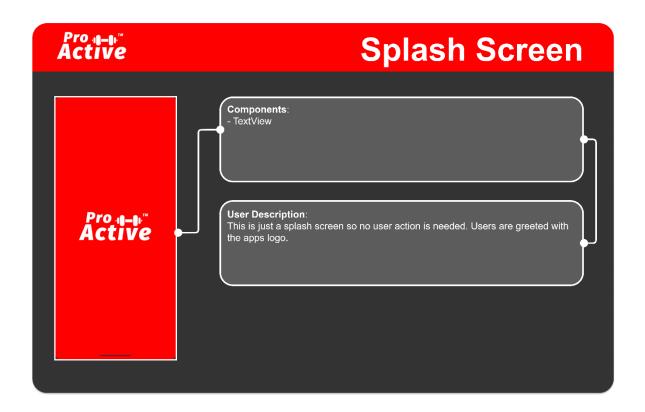
Performance

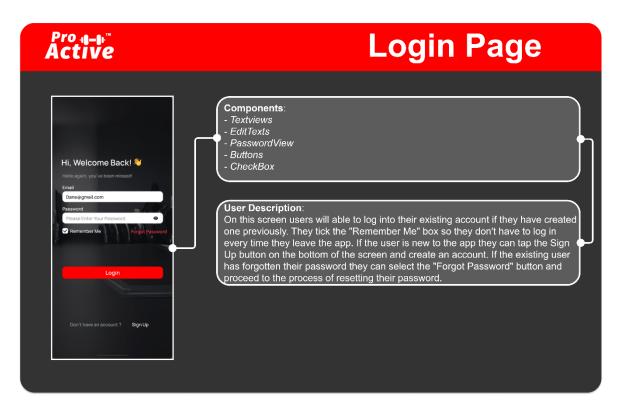
- The system will make use of storing data in a Firestore database and Firebase Authentication table, known for its high-quality reliability and performance. (Firebase, 2024)
- The system will make sure that operations and user actions are completed with the least amount of delay to maximise user experience through performance.
- The system will make use of asynchronous programming methods to effectively update the UI with database changes.

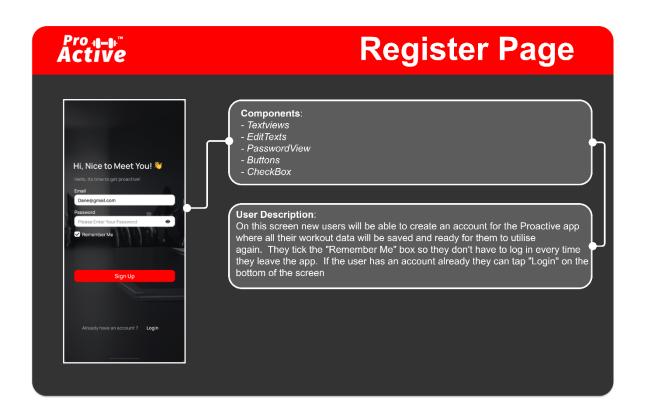
Usability

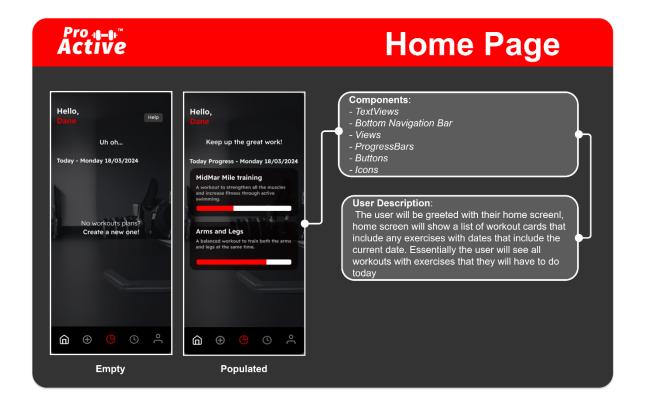
- The system will make use of modern design principles and effective colour schemes to ensure the user interface is simple and easy to use.
- The system's interactable components will be responsive to let the user know exactly when a user action has been made.
- The system will provide users with help information to guide them through any uncertainties.

The Prototype Design and User Navigation

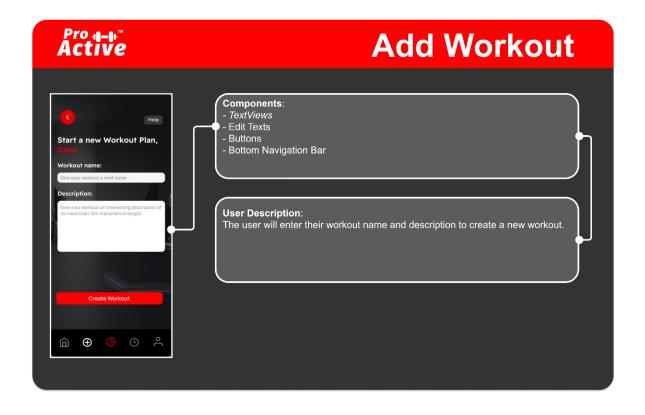


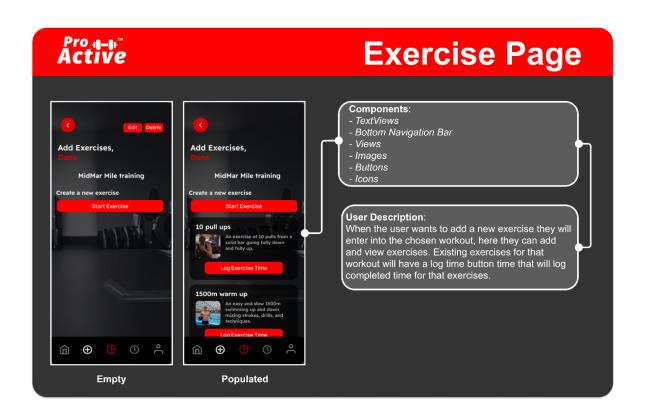




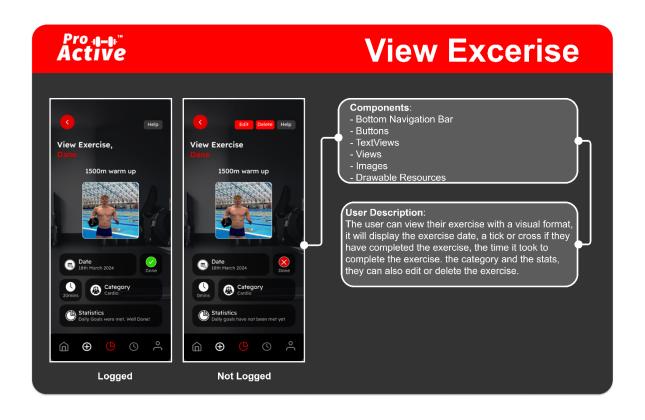


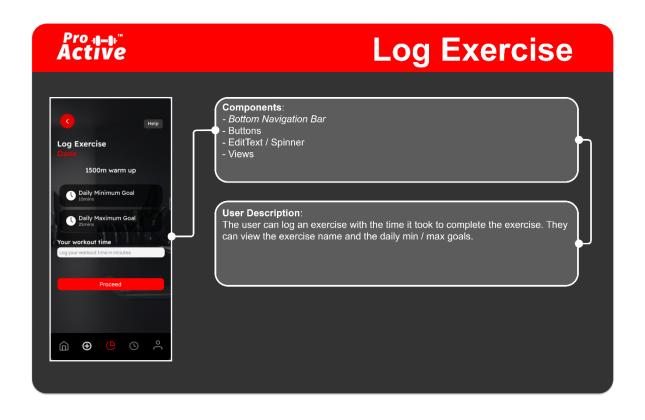


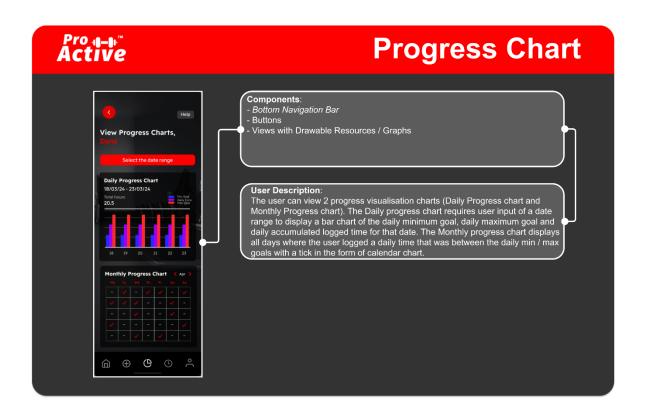


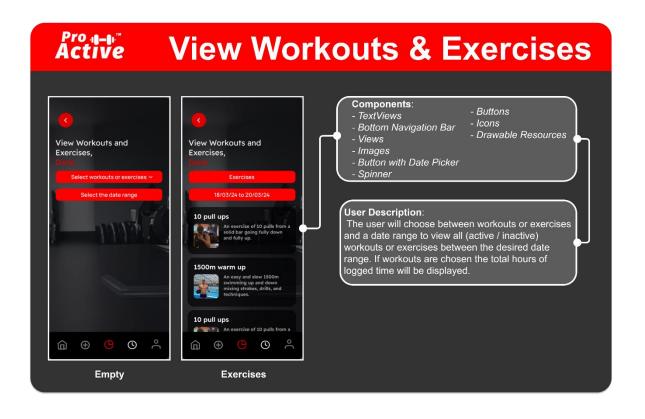






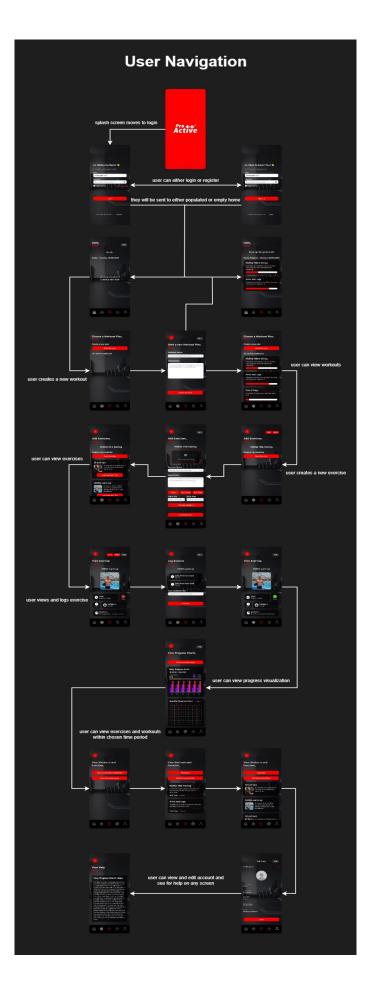




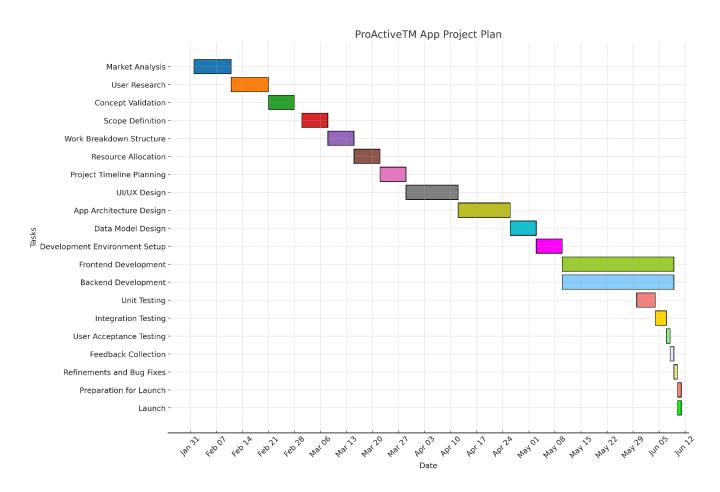








The Project Plan



Conclusion

In conclusion, this document has created a solid foundation and set the stage for the next phase of **Proactive™** development: Build. Without completing this research and design, the planning, scope, and overall team understanding of how the system will work would not be strong enough for the next phase because collaboration, teamwork, and knowledge are of the utmost importance when entering this new section of development. This foundation will keep us firm for the rest of this systems development life cycle and will ultimately benefit our final product soon. **Team Proactive™** look forward to beginning our next phase.

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