Project One

Jeremia Faust

Dr. Sherri Maciosek

March 20, 2022

**Mobile App Goals**

The chosen app for the Mobile2App Company is the weight tracking app. It will be designed to allow the user to set a goal weight and to keep track of their daily weight. The app will have the ability to log in to their personal account where they will have access to their personal data. The app will have an overview of their progress so they can see were they started and how far they need to go to meet their goal. When the user does meet their goal, they will receive a notification with a congratulations. The user then can set a new goal to move forward.

**Potential Users**

This app is designed for any user that is trying to lose weight. Examples of some of the users are, users trying to fulfill their new year’s resolutions, users that are trying to look good for their swimsuits in the summer, and users that need to lose weight for health reasons. This app will help users to keep track of their progress and even to set a goal to reach. This allows the users to strive toward something. People with a goal in mind tend to be more successful. In today’s world users tend to go everywhere with their phones. By having an app that is easy to use quickly, users will more likely use the app. Users will most likely only use this app for a few minutes, once or twice a day. Another feature that could keep users on track could be a daily reminder sent via a notification. This app is also a great tool to keep your doctor informed with data that is readily available.

**UI Design**

When the user first opens up the app, there will be a button to create a username and password or to login. There will also be the Application name and logo at the top of the screen. This will persist across all the pages for the app. According to Android Design and Quality Guidelines Id SC-P1 permissions need to be approved by the user that are needed by app. The permissions that will be needed is access to storage so data can be saved. Following the guidelines SC-P1for Notifications the user will be requested if they would like to receive notifications for reminders to enter new data.

The next screen will be the dashboard. At the top of the homepage below the logo will be a graph that will show the end goal weight and a line that will show the user’s progress. Under the graph there will a date entry area where the user enters new data for the weights and date. They also will be able to change their goal weight if they like. There will be a button to take the user to the user data page.

A picture containing diagram

Description automatically generated

The new page will be where a grid that will show all the data the user entered sorted by day with the goal weight on the top. Under the grid the user there will be a date entry area where the user enters new data for the weights and date. They also will be able to change their goal weight if they like.

Diagram, engineering drawing

Description automatically generated

At any time when the user meets their goal weight after entering, a popup with a noise and the text saying congratulations you made it. This design should make it very easy for the user to see their progress and allow for easy access to enter data. At the bottom of the screen there will be persisting button of home page. This will be an image button of a little house. The phones back button will use Android Design and Quality Guidelines for navigation and not use any custom back button prompts and will return with a restored state. The app will also be usable in landscape and portrait orientations using guideline VX-U1, VX-U2, and VX-U3

**Code Design**

This app is going to have three screens: the login screen, the dashboard or homepage, and the raw data page. The login screen layout will set the layout for the entire app for continuity. The top will have the app name and logo. Under the logo will be a grid layout using a four by two grid table. Row one, column two will have a text view asking the user to login. Column one row two and row three will contain a text view of username and password. Column two row two and row three will contain editable text fields. The password box will be protected by hiding data view behind asterisks. Data from each will be saved to variables. There will be a create account button to the left of the login button. When the user clicks the create account, the variables holding the username and password get saved in the secure database but before it gets saved the app will ask for permissions to use storage device. After the permissions are accepted there will be another popup asking if they would like to set reminder notifications, both will be saved in the credentials data base with the user account information. The login button will be on the bottom right of the screen in row four, column two. Once it is clicked it will have code to compare the data entered to the data saved in credentials database. If data does not match a popup will show invalid username and password otherwise, they move to the home page.

|  |  |
| --- | --- |
|  | Please Login: |
| Username: | BobtheBuilder |
| Password: | \*\*\*\*\*\*\*\*\* |
|  | Login button |

Both the home page and raw data page layout will look similar to the login page with the name and logo on the top of the page. The graph will be a point line graph that will show the users end goal and current progress and will be laid out at the top of page. It will then be populated by the data that has been saved into the raw data database. The raw data page will display all the entries from the database in a table sorted by date. The table will have the current goal weight shown at the top of the table. It will have two columns one for date and the other for weight. The table will also be laid out at the top of the raw data page. At the bottom of both the home screen and the raw data page will be a home page button that will refresh home page or navigated to home page. The button will have a call to load the home screen. The second button at the bottom of the home screen will navigate the user to the raw data screen.

Under both the graph and the table will be where the user enters new data item to the raw data. There will variables for current date, current weight which will hold the last entry the user entered the database. The goal data will be stored into the goal weight variable. These variables will remain constant until the user changes it. The goal weight will be used to display the goals on both pages and to populate the graph. The lay out of this section will be a grid layout with three columns and five rows. The first-row, column one will be a text view asking the user to enter the goal weight. The first-row, column two will be editable text field. The first-row, column three will be a button that will update the variable goal weight and the refresh page. The third row, column one will be a text view asking the user to enter date and row four with be and editable field. The fourth row, column two will have a calendar button to allow the user to use it to populate the editable field. The third row, column three will be a text view asking the user to enter weight and row four with be and editable field.

|  |  |  |
| --- | --- | --- |
| Please enter Goal Weight: | 150lb | Accept Button |
|  |  |  |
| Please Enter Current Date: |  | Please Enter Current Weight: |
| 3/20/2022 | Calendar button | 210lb |
|  |  | Accept button |

The accept button will be placed in row five, column three. When accept button is pushed data will be placed into current date and current weight variables that will then be added to raw data database. The accept button will also compare the current weight with the goal weight. If the current weight is equal or greater that the goal weight the congratulations popup will show. Once the user pushes ok a popup will show asking the user to enter a new goal weight.

**References**

*Documentation  :   android developers*. Android Developers. (n.d.). Retrieved March 19, 2022, from https://developer.android.com/docs