CS 360: Project One: Option 3

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# Weight Manegment App

This report is to go over the weight reduction application. This is a simple application that allows multiple users to track their weight goals. There are a few other apps out there that have similar functions, however they have limitations. This app will get rid of those limitations to allow it to compete in this market.

‘Simple Weight Tracker’ and ‘WeightFit: Weight Loss Tracker’ we reviewed as part of my competitive analysis. They are similar in the way they greet the guests; this is with a summary table that shows the basic stats up to this point. With that said, ‘WeightFit’ does have the added benefit of BMI tracking.

One major downfall to both apps is the lack of data protection. Another issue with both apps is the lack of multiple users. They seem to only allow for 1 user per iteration of the application. Most weight tracking apps out there today only focus on weight loss. There are many people out there who want to track gains as well, this is a missed market that we plan to address. This app will not assume the goal is weight loss.

There are multiple types of users who may want to use this app, they fit into one of three categories. This who want to lose weight, those who want to gain weight, and those who want to maintain a certain weight profile. All the features on this app will work equally well for all three types.

The use of the app will take as little time as possible. The user will interact with the app in the morning, in this time they will review data, input current weight, edit information if they choose. Most of the time on this app will be used to review data. However, if the user chooses to enter weights multiple times a day, that is also an option. The design hypothesis is that the user spends most of their time reviewing data, not entering it.

When the app is initially opened the user will create a username and password, they will then enter their desired goal weight. Once initial registration is completed, every subsequent time the app is opened the will be greeted with their information such as:

* Time and date of most recent entry
* Last entered weight
* Goal weight
* How much weight until goal is reached

Once they have reviewed this information there will be a screen with basic options such as, Enter New Weight, Edit Goal, Add New Goal.

A screenshot of a weight scale

Description automatically generated

Once in the app, when the user clicks “Enter Weight” a popup box will appear along with the keyboard application from the phone. This will allow the user to input the desired information.

The “New Goal” button will interact in the same fashion as the “New Weight” button except for entering date information into the fields. This will be a simple weight goal entering system.

The “Edit Goal” button will bring up the goal in a popup box and allow for edits using the keyboard.

With this app allowing for multiple users, there will also be a “sign Out” button, this will allow the user to sign out each time they are done if they so choose.

Since multiple users are an option, there will need to be a screen to administrate user accounts. Such as add, delete, edit, and set administrative privileges.

Considering the *Android Design and Quality Guidelines* that show VX-N1 and VX-N2 Navigation standards, the back button and swiping will be supported to move from screen to screen. In VX-U1 it is suggested that both portrait and landscape orientations should be supported. However, the MVP version of this app will forgo landscape orientations as portrait is better suited for this. If users do request the landscape orientation, it will be added later.

If the user chooses, push notifications will alert if inputs are not completed for a day, this will be at a time the user chooses. The user will also be notified once the goal has been met. These notifications will follow VX-S1 guidelines found in *Android design and Quality Guidelines*.

For all graphics, buttons, and text, VX-A1, -A2, and A3 will be followed.

This application will follow model-view-controller (MVP) design.

|  |  |  |
| --- | --- | --- |
| **Model** | **View** | **Controller** |
| 1. Users.java 2. Goals.java 3. Records.java | 1. main\_activity.xml | 1. RecordsActivity.java 2. GoalsActivity.java 3. DatabaseDAO.java |

The User class will host the attributes needed to describe a user such as, name, password, Admin privileges.

The Goals class will host the attributes needed to describe a goal such as, date set, goal weight, username.

The Records will host the attributes needed to describe a weight record such as, date created, time created, username of creator, weight.

The section *main\_activity* will host what the users see on the login screen. Secondary screens (yet to be designed) may need their own xml.

Each controller will have the logic it needs to connect to the different classes to the UI.

During the development of this app using unit tests should be considered. Implementing both unit and integration tests while the app is being developed helps to ensure complete coverage of the application.

# Bibliography

Kremhelmer, J. (2024, July). CS360 Project One Milestone. *Unpublished*. unpublished.