Versatile fitness started as Bryce's A1 project idea and has now become the focus of Group 8. During our initial meetings we struggled to develop a new idea and decided to improve on one of our own. We concluded that Byrce's fitness app would be the most realistic for us to achieve so we started brainstorming on ways to further develop the idea. The original idea came to Bryce after he had his first child, and he realized that it was becoming hard to maintain a stable workout routine whilst having to care for his child and work.

Since selecting Bryce's application to be our focus a group of 5 of us has come together to work out what the foundations of the app should be and how it should work in a real environment. During our first meetings we planned what we needed to achieve in a planning sense to get our application development off the ground. We determined that our focus in the application should be to include children for those new parents that cannot take a break and those who struggle to maintain a balanced workout routine. We wanted to achieve this by having multiple workout routines and options to suit all, we also wanted to focus on a moral boosting feature that encourages the user to work out, whether this be via a push notification or simply within the app. Since deciding on this project, we have had multiple meetings and have progressed through A3 to a point where we can comfortably identify what we want with the application.

Since planning our application we have started development in its initial stages, this is to hopefully end with a fully functioning application. We have created several artifacts that display our visions and intentions and plan to use them to our advantage when developing. Bryce managed to get a hold of past contacts who are familiar in the field of health and wellbeing. One of them, a CPL PTI (Corporal Physical Training Instructor) who gained knowledge from his service in the army but is also fully qualified in civilian health care. He wrote us one intermediate workout plan that we plan to scale up and down as a basic guideline to our multiple workout routines. Another connection we have gained is a primary school PE teacher by the name of John Pilske. Mr. Pilske will be a huge asset to us, as we aim to focus on the applications' ability to include children. Coming from a section of learning that involves fitness, Mr. Pilske will be able to teach us ways to control children doing work outs and how to keep them focused and involved with learning how to exercise. A deeper look into our workout plans and suppliers can be found on our website's artifacts page.

So, with a foundation for the exercise components of our application we then started to focus on how the applications would look like. In our artifacts section on our website, you can see multiple slides on what our intentions are for the app's visual elements. When users first install the application, they will be met with a selection of questions asking about their body's information such as height and weight, what fitness level they believe they are, what their goal is and whether they will be exercising with children. After users give the information required, they will be asked whether they wish to link certain social media platforms, this will play a part in our sharing ability on our app where users can share results and workouts across different platforms.

After this we have multiple different mockups of how we want the user interference to look and react to the user. There are multiple screens showing how the main menu will look, what exercises can be achieved, how the workouts will be displayed to the user and a lot of your traditional settings and profile looking menus. One of our slides also shows our plans to develop a working forum where users can discuss amongst themselves, if they have a problem with the application, they can then use that forum to seek help. If a problem is not sorted, we have displayed the intention to allow developer contact so we will always have direct contact with a user if a problem arises.

One of the more impressive artefacts though is our navigation graph for our application. This graph shows us how we want our application to work essentially. The graph can be used to trace where a button presses, or selection will take you within an app. This graph would be extremely useful in the event we recruit a new member, as they will be able to grasp how the application works without needing too much direction. The navigation graph is also the best place to see all our design intentions. This will be incredibly useful when making graphic design elements to make the application not only pleasing to use but pleasing to look at.

With all our artefacts sorted we have started to develop the basic structure of the app in android studio. In its current form, we have the basic groundwork for the application that has some functionality and is made up of coding some of us in the group are learning from other courses or have gained prior knowledge in. The application in its current form can launch on the AS emulator but has a hard time loading when under stress. We have noticed that the application cannot load when viewed in an MS teams meeting. Whether this is a limitation of MS teams or it being an indicator that our application needs better refining, we have noted the problem and seek to fix it.

The application still needs a lot to become a well-rounded product, Luckily Bryce has wanted to make an application like this for some time. With the birth of his child, he has identified what could be seen as a problem and is seeking a way to fix it. This is what IT (Information and Technology) is made for, to identify and solve problems to aid everyone, and without application we aim to aid a lot of people in all walks of life. So hopefully when this introduction unit is over, Bryce may have some groundwork done for him to develop a dream application, and we hope to see it comes to fruition one day.