
Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

Describe any libraries you'll be using and share your reasoning for including them.

Describe how you will implement Google Play Services.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

GitHub Username: MomenAli

Fitness coach

Description

This app is the real coach of your training whatever you train at home without any equipment or at GYM. this coach leads you to get the best exercises all the time, it schedules your exercises to balance between your muscles training.

Intended User

This app made to those guys who need to have a very fit body, or who need more activity.

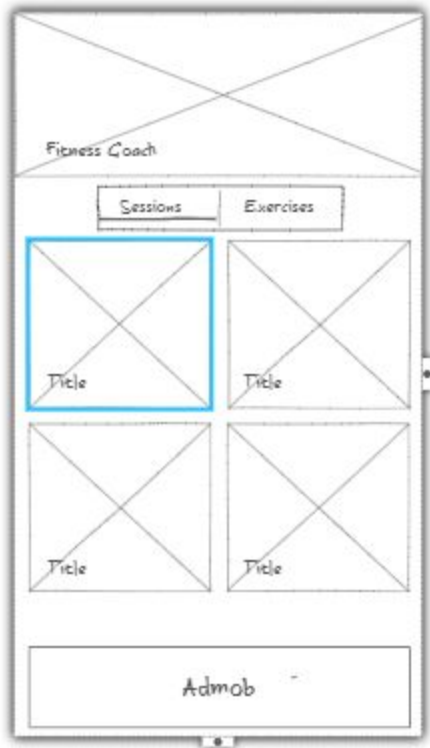
Features

List the main features of your app. For example:

- Fitness Training knowledge
- Fitness training sessions

User Interface Mocks

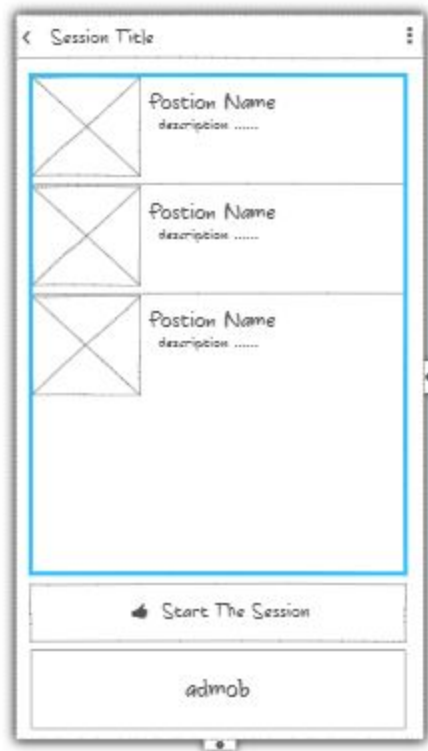
Screen 1



The main screen have two tabs.

Session tab have RecyclerView that consist of items of session that available in the app.

Screen 2



If you click at one of the items session details activity will open up.
Session details activity consist of multiple exercises which listed as shown above.

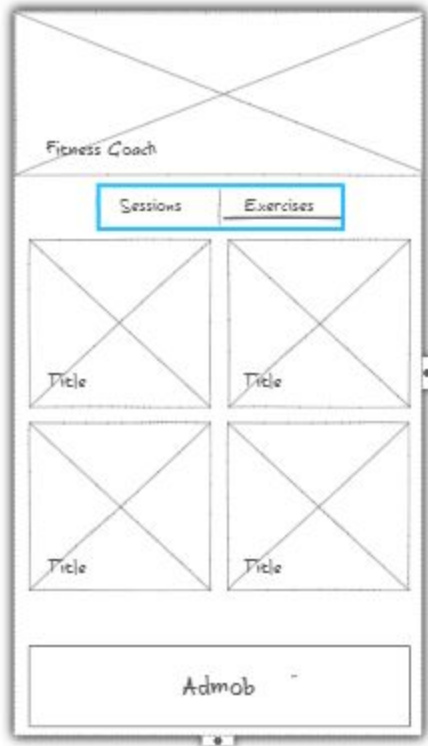
You can start your session by clicking Start the Session button.

Screen 3



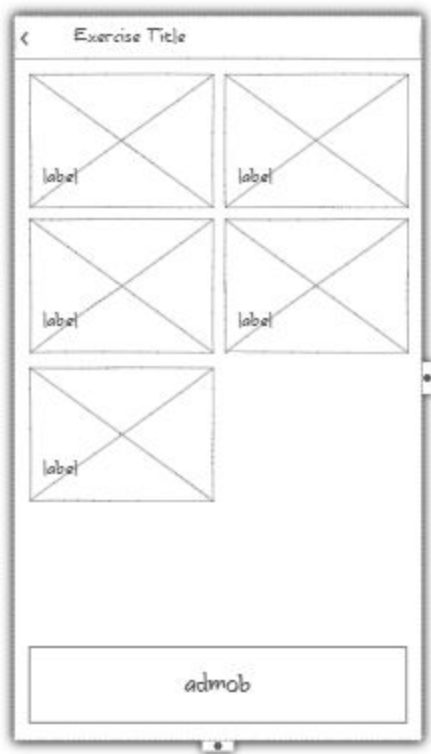
By clicking the button the playSession Activity open up and run train sample and display Descending counter for training.

Screen 4



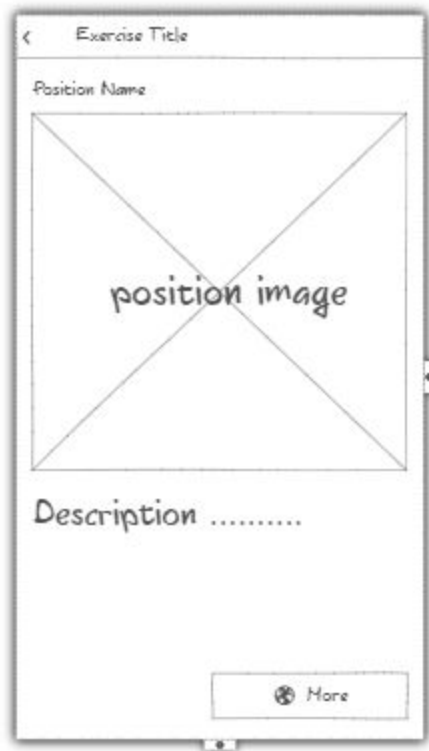
Exercises tab contain the different body part as items of gridView. If you click on Any item then exercices Activity wil open up.

Screen 5



Exercises activity shows all the available exercises to this part of body.
If you click on any item you will open exercise details activity.

Screen 6



Exercises Details Activity show the description of the Exercise, if you need to read more click on the More button.

Screen 7



More description Web Page Activity fetch more information from wikipedia using wikipedia APIs.

Screen 8

Sign In

Email :
Text Field

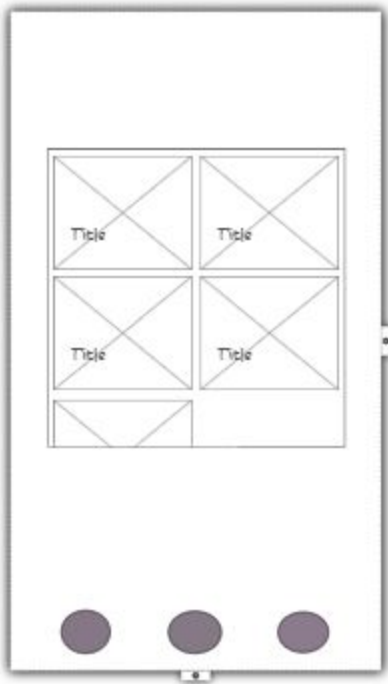
Weight :
Text Field

Tallness :
Text Field

Later Submit

This Activity using for optional signing in to the users.

Screen 9



App widget will display the available sessions of the application.

Key Considerations

How will your app handle data persistence?

The app will use firebase real time database to hold the user informations. And the other data of the program will be hold at locally json file.

Describe any edge or corner cases in the UX.

The app will provide more information by clicking More button in the Exercises Details Activity. If the there is no available information the button visibility will change to INVISIBLE.

Describe any libraries you'll be using and share your reasoning for including them.

I will use ButterKnife library because it's easy to use and make the app faster in Binding Views.
I Will use Glide library for loading the Pictures.

Describe how you will implement Google Play Services or other external services.

I will use google ads library. I will use it as small Banner as shown in the mock screen.
I will firebase to save the user data.

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

I will begin the implementation with configuration the libraries. Collecting the data And make my own json schema.

Task 2: Implement UI for Each Activity and Fragment

In this Task I will:

- Build UI for MainActivity (Screen 1 and Screen 4)
- Build UI for the exercise section.
- Build UI for the session section.

Task 3: Integrate with firebase google service

In this task I will create my firebase and integrate it with my application to hold the user data.

Task 4: App functionality

In this task I will write the required java code for making the app full function, like using the Glide library for fetching the pictures and make the adapter for the session section and the exercise section.

Task 5: Integrate with google ads

In this task i will add the ads banner to the layout and integrate the google service in my app.
