



## ENSE 405 Project report-out & lessons learned

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### Project name & members

Clark Inocalla

### Project sponsor

Dr. Tim Maciag (ENSE 405 Lecturer)

### Business need/opportunity

A mobile application where members of the community can share their physical activity stories. This concept is similar to existing social media platforms like Twitter and Facebook, however this application will focus solely on physical activities. There are people that want to share their physical activity (e.g. Weight loss journey) but too afraid to do so because of possible criticism/judgement from the general community. This app, however, can mitigate the problem because this community is specifically for people who want to share their journey towards good health and well being. So, the idea is sharing body imperfections and achieving good health will be the new "norms" in this community.

### Reflections on project planning

The chosen United Nation's Sustainable Development Goal (SDGs) is *Good Health and Well-Being*. The goal is to ensure healthy lives and promote well-being for all ages. For each SDG, these are then divided into sub-goals. For this project, I decided to focus on "3.4 - *Reduce by one third premature mortality from non-communicable diseases through prevention and treatment and promote mental health and well being* (United Nation, 2021)". The reason why I chose this specific goal is because of its relevance in today's world where people are locked up in their houses. What will happen most likely is, us people, will stop our normal activities. This includes the decrease of physical activities in our lives. Now, in order to resolve this issue I decided to create an application that hopes to motivate people to be physically active despite the pandemic. Furthermore, the idea is for users to share their achievements on this app without the fear of getting judged.



According to Activity #2: Community characteristics & orientation, a community can go into five different states: just forming, self-designing, growing & restless, and stable & adapting. Part of my task is to determine the current state of the chosen community and the result is *Self-Designing*. I believe that current technology being used in the community has no implication and instead just add more to it. So, I wanted to contribute a software application that will be based on knowledge/experience sharing. The idea is to let the community inspire its people to be physically active. The community is diverse, so I made sure the technology I created can cater most of the users.

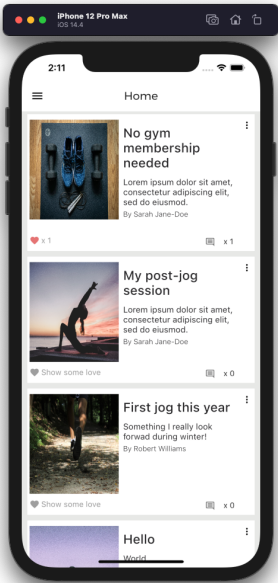
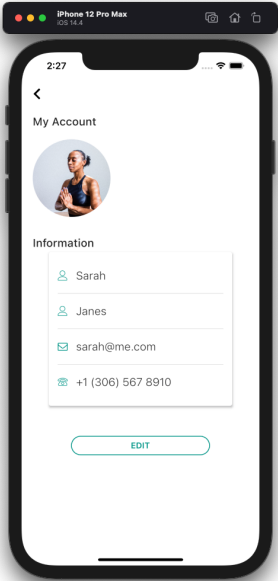
As for my stakeholder analysis, the carryover customers would be the community clients, specifically people who are into fitness or even people who want to become healthy. These clients are important because they are the ones who will use the application most of the time. Gym owners would be the north start of this application. Gym owners are important customers because they may help to make the application I want to introduce become popular to the community.

This section of the report will discuss the assumptions and constraints based on my emerging picture documentation. I assumed that the level of integration and interoperability has not been achieved despite of many applications available in the market already. Tools like encouraging user's participation in a community would be in the balance state with reification. Most of the time participation happens in a close or private group. Group tools are balanced with respect to individual tools.

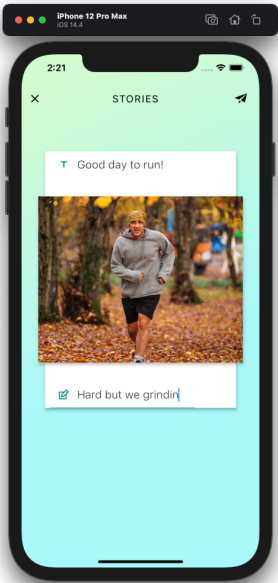
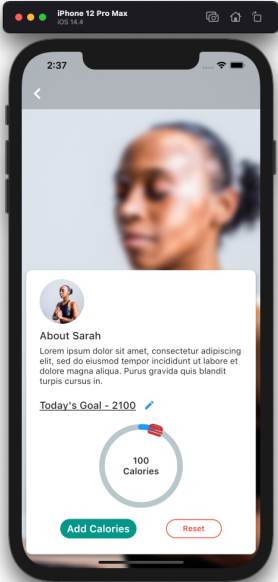
My initial plan for this project is to create an application that motivates people to be physically active. The technology itself will initially be focused on one thing, which is sharing inspirational posts, like losing weight. I was thinking that customers may find it confusing if the application offers many things. Furthermore, I did not think about the possibility of users posting inappropriate contents like posting pornographic images. In the end, I decided to add additional features to my application which is a calorie tracker. I believe this feature is really useful especially to keep the motivation high. As for the solution to possible inappropriate posts, our professor, Dr. Tim, suggested adding flag/report functionality.



*This section will display the key features of the app.*

Image	Screen	Description
	News Feed	This is the page where users can check their own post(s) and other user's posts.
	Account Information	This the page where the owner of the accoun can change their current information



	<p>Add Post</p>	<p>The user can upload an image and provide a caption to it. All images are stored in a database, so it's secured and does not take up space on the user's device.</p>
	<p>Calorie Tracker</p>	<p>Ability to track user's caloric intake.</p>



## Reflections on project results

I think it's a really good class that prepares students for the real world industry. The project itself may be useful when looking for a job. The thing I don't like is the fact that I took this class with many capstone projects. It's not the class nor the project, but it's the timing. I feel like I could have done better or implement features I really want to do if I'm not taking this class with my capstone project. What went well is the features I promised during the early phase of this project were accomplished. I believe that if I give this application to anyone, the users should be able to use it with no problem. The application itself is a success, but the idea of being unique compared to other applications out there started to fade. I was initially thinking that this app is unique because there are no applications out there that do such things. Perhaps big companies are not doing this because there will be little to no sale if users are limited to a single community. During the software design process, I decided to MVVM architecture along with design that is familiar already to the users. MVVM mainly because of its familiarity. As for UI design, I decided to combine flat and material design while keeping the familiarity of each UI component.

As for my future projects, I would definitely do research if the project idea already exists or/if how can I make it better. I will also keep doing user flows for my project and follow MVVM architecture if I am given a chance.

I would stick to my original prototype. Before moving on to the coding phase, the prototype needs to be completed first. After that, all designs should be finalized. However, I found myself changing the design as I code it. It is a bad practice and should definitely change.

As for my future work, my priority is to integrate nutrition information API. This is to determine the food's total calorie and important macronutrients. Another thing I want to implement is role based access, specifically admin accounts. The main purpose of an admin account is to resolve issues in regards to posting inappropriate contents. Finally, searching functionalities that allow users to find people they like to follow.