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# Body Planner

## Description

Exercise planner app.

- Create your own exercise plan from a database of exercises.
- Plan what body parts you are going to hit what day and what exercises, sets and reps you are going to do.
- Body calculator
- Body measurement and tracking to track your progress

## Intended User

People who go to the gym, people who want to plan their workouts and track their progress.

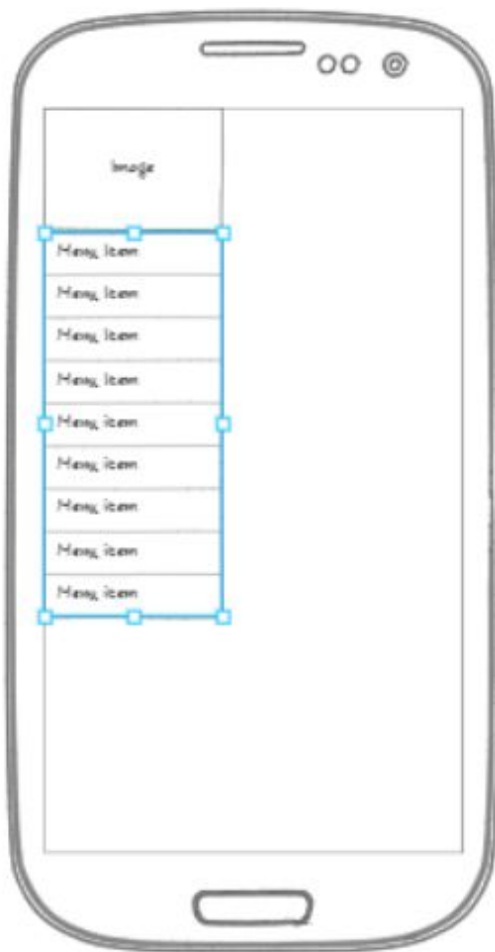
## Features

- Plan your workout for each day from a database of exercises.
- Exercise database to provide instructions
- Track your progress weekly or monthly

## User Interface Mocks

These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, [www.ninjamock.com](http://www.ninjamock.com), Paper by 53, Photoshop or Balsamiq.

### Screen 1



## Screen 2



### Screen 3



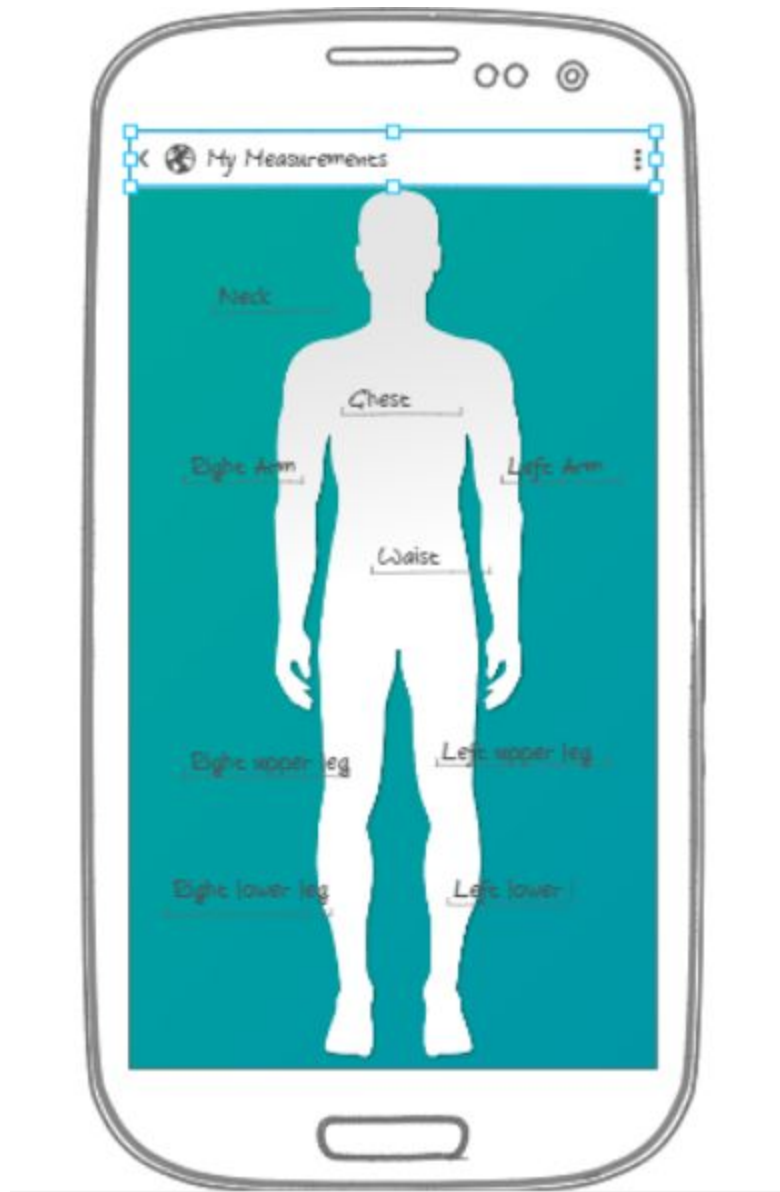
## Screen 4

Choose Muscle types

Abs	<input checked="" type="radio"/>
Biceps	<input checked="" type="radio"/>
Triceps	<input type="radio"/>
Quads	<input type="radio"/>
Traps	<input type="radio"/>
Lats	<input type="radio"/>
Neck	<input type="radio"/>
Shoulders	<input type="radio"/>
Upper Back	<input checked="" type="radio"/>

Cancel OK

## Screen 5



## Key Considerations

How will your app handle data persistence?

- Room DB on the device itself for weekly exercise planning and body measurements.
- SQLite database of exercises to be shipped with app.

**Describe any edge or corner cases in the UX.**

- Maybe utilise some calendar view for the exercise planning.
- Navigation drawer for the main navigation of the app.

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

- Picasso to handle picture loading.
- Room to handle on device data
- SQLite to handle app DB.
- Jsoup to parse html crawler/scraped data in the creation of main exercise database.

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

- Firebase Crashlytics with Fabric for crash and error reporting.
- Possible usage of Firebase Cloud Storage for image assets in order not to have app too large with image assets.

## Next Steps: Required Tasks

### Task 1: Project Setup

Initial Database setup

- Get Data from the web.
- Create Parsing program to parse through scraped web data.
- Save all parsed data to a SQLite database to be added to android app.

Create android studio project for the app.

- Configure libraries and dependencies
- Write models and utilities classes to get data from database
- Write Calculator class that would handle body calculations.

### Task 2: Implement UI for Each Activity and Fragment

List the subtasks. For example:

- Build UI for MainActivity that contains navigation drawer and possibly a calendar type view.

- Build UI for Detail day view.
- Build UI for Detail exercise view.
- Build UI for Add exercise view
- Build UI for adding body measurements
- Build UI for tracking body transformation

### **Task 3: Create Image Assets**

- Create image assets and vectors
- Fine tune app style and colors

### **Task 4: Testing**

- Add Firebase Crashlytics to app.
- Test App UI and functionality to ensure everything is working

### **Task 5: Deployment**

- Create a signed APK
- Deploy to google play
- Check user feedback and improve app