

Lifting Log App

EEC 626 Spring 2024

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OVERVIEW

Previously, our team started working on the basic functionality of Lifting Log during our semester in EEC 521. The premise of the application was to provide everyday fitness enthusiasts and power lifters, with a simple straight forward app to track their workouts. Currently, the apps on the market are packed full of extra features that the average fitness enthusiast would not use. Our app's premise was to provide very basic functionality such as: the ability to login and save basic workout information with a minimal UI. At the end of the Fall 2022 semester we demoed our application to friends, family, and power lifters and to our surprise we were met with praise and excitement. We also received feedback on features that our users would love to see added or improved. For this class we intend on implementing those features with the hopes of publishing our app to the Apple App Store.

GOALS

1. Update the user interface to more modern design and support dark mode.
2. Replace the our current backend, Google Firebase, with Apple CloudKit.
3. Implement ChatGTP so users have a personal AI workout assistant.
4. Allow cross platform compatibility with other Apple Devices such as MacBooks, iPads, and the Apple Watch.
5. Allow our users to quickly glance at workout via a home screen widget.
6. Allow users to sign with Facebook, Google or AppleID accounts.
7. Allow users to create future workouts and save them.
8. Add support for a traditional 5,3,1 training routine.

SPECIFICATIONS

When creating our mobile application, we will obtain a better understanding of mobile app development, our customer needs, and how to prioritize application features. We will be using Swift, Xcode, Apple CloudKit, GitHub, and the Apple App Store as our main tech stack. As for our methodology we will be using waterfall as it fits better with our schedules and gives us the room in our project timeline to learn the tech stacks mentioned above. Factors that we must take into account while building our application include:

- Properly designing a UI / UX to allow our users too quickly and easily navigate through our application while keeping a modern look that supports light and dark mode.
- How to survey our customers to better understand their needs.
- What are the best common practices when using a database to log and store user data.
- How to support different types of login credentials: email, Facebook, Google, & Apple ID.
- What is required to publish an app on the Apple App Store.
- What other platforms would our users like to see our application on? (MacOS, iPadOS, WatchOS)