3-3 Project One

Goals:

**I have selected to work on “Weight-Tracking App” for Mobile2App company. This App will help user to track their weight and reach their targeted weight add weight or lose weight. This App will allow user to create the login credentials and set their desired target Weight Goal. This App can provide motivational messages, provide suggestion about the food they can eat, exercises they can do or recommend physical activities etc. It will suggest about the food calorie count. They can input their daily weight and track the progress in the data table or graph. The App can alert the user when their targeted weight goal is reached. The App will have simple and user-friendly UI interface.**

Users:

**This App will help three user types. Users who health conscious and wants to improve their health, by monitoring their daily weight and progress. These users can use the helpful tips the App provides about Food and physical activities and make use of that information and make good decisions about their health. They can control their portion size, what they eat and how much calories they are intaking using the App.**

**The next set of users are very focused, and goal oriented who wants to achieve their goal by either trying to gain weight or lose weight. They can use the app to track daily weight using the table or chart provided by App. Use the physical activity recommendation, food recommendations.**

**Third set of users are regular users who want to track their weight but not very keen or focused. They just want to have some App handy so they can track their weight and with the physical activity recommendation and food recommendation, these types of users can be motivated to act and work towards their goal.**

**This App fit in user’s healthy lifestyle; it can provide helpful tips about healthy eating and doing regular exercises. The users may daily spend less than 1 to 5 minutes on the App, and they may use this app till their reach their goal and may discontinue after that.**

UI Design:

Login or Signup screen: This is the first screen when user open the app. They can create account or if they have already created account, they can login.

Home Screen: This is a “Dashboard”, once the user has logged in, every time he opens the app this screen will be displayed. This screen will display the user’s current weight, the Goal weight and the progress in the form of table or chart. This screen will have button to add or update the target weight. Button to add daily weight. It will also display some helpful tips about food and physical activity.

Add Weight screen: When the user clicks “add weight” button on the dashboard, this screen will be opened. This will add the option to enter the weight, and it will store the date, time information along with the users entered weight.

Target Goal weight screen: This screen will allow users to enter the “Target weight Goal”. This information will be displayed dashboard and used to alert users about the progress.

Weight Tracking screen: User can navigate to this screen from dashboard. This will display all the weights user has added till date. This screen can also display the graph.

Notifications Screen: This will be used to display the congratulations messages when user reach the target weight. When user make good progress, food recommendation or physical activity recommendations, etc.

Code Design:

The uses data is stored in the Database. It will store the users credentials, like userID, password, target weight, daily weight with date and time.

The UI screen with text boxes can accept the users’ credentials and make the database call to verify the data entered matches. If it matches login the user and navigates the user to Dashboard. The UI in the dashboard will retrieve the Target weight, and display in the dashboard. It will retrieve the daily tracking weight from database and display in the dashboard in the form of chart or graph.

From the ‘Add weight screen’ when the user enter the weight, it will be stored in the database along with date and time.