

🏆 FitDuel - Transform Fitness into Epic Duels

<div align="center"> </div> <div align="center"> <h3> 🎮 Gamified Fitness Platform for Teenagers</h3> <p>Challenge friends • Level up • Become champion!</p> Live Demo • Features • Tech Stack • Get Started </div>

🚀 Overview

FitDuel transforms fitness into an engaging gaming experience where users compete in real-time exercise duels, earn XP, unlock achievements, and climb leaderboards. Built with cutting-edge AI validation and zero video storage for maximum privacy and scalability.

🎯 Key Features

- 🗡️ **Real-time Duels** - Challenge friends to push-up, squat, and plank battles
- 🤖 **AI Validation** - MediaPipe pose detection ensures proper form
- 📱 **Motion Tracking** - Accelerometer validation prevents cheating
- 🏆 **Gamification** - XP system, levels, badges, and leaderboards
- 🔒 **Zero Video Storage** - Privacy-first approach with real-time validation only
- ⚡ **Lightning Fast** - Serverless architecture scales automatically

🔧 Tech Stack

Frontend

- **Framework:** Next.js 14 (App Router)
- **Language:** TypeScript
- **Styling:** TailwindCSS + Framer Motion
- **State:** Zustand
- **UI Components:** Custom components with Lucide icons

Backend

- **Database:** Supabase (PostgreSQL)
- **Auth:** Supabase Auth
- **Storage:** Supabase Storage (thumbnails only)

- **API:** Next.js API Routes

AI & Validation

- **Pose Detection:** MediaPipe (TensorFlow.js)
- **Motion Tracking:** Device Motion API
- **Anti-cheat:** Multi-layer validation system

Infrastructure

- **Hosting:** Vercel
- **CDN:** Vercel Edge Network
- **Monitoring:** Sentry
- **Analytics:** PostHog (optional)

Project Structure

```
fitduel-app/
├── src/
│   ├── app/                # Next.js App Router pages
│   │   ├── (auth)/         # Authentication pages
│   │   ├── (dashboard)/    # Protected pages
│   │   ├── api/            # API routes
│   │   └── globals.css     # Global styles
│   ├── components/        # React components
│   │   ├── ui/            # Base UI components
│   │   ├── game/          # Game-specific components
│   │   └── providers/      # Context providers
│   ├── lib/              # Core libraries
│   │   ├── validation/    # AI & motion validation
│   │   └── supabase/      # Database client
│   ├── hooks/            # Custom React hooks
│   ├── utils/            # Helper functions
│   ├── config/           # Configuration files
│   └── types/            # TypeScript types
├── public/              # Static assets
├── database/            # SQL schemas
└── docs/                # Documentation
```

Getting Started

Prerequisites

- Node.js 18+

- npm or yarn
- Supabase account
- Vercel account (for deployment)

Installation

1. Clone the repository

```
bash
git clone https://github.com/yourusername/fitduel-app.git
cd fitduel-app
```

2. Install dependencies

```
bash
npm install
```

3. Set up environment variables

```
bash
cp .env.example .env.local
```

Edit `.env.local` with your credentials:

```
env
NEXT_PUBLIC_SUPABASE_URL=your-supabase-url
NEXT_PUBLIC_SUPABASE_ANON_KEY=your-anon-key
SUPABASE_SERVICE_ROLE_KEY=your-service-key
```

4. Set up the database

Go to your Supabase dashboard and run the SQL schema from `database/schema.sql`

5. Run the development server

```
bash
npm run dev
```

Open <http://localhost:3000>

Features

Core Gameplay

- **Exercise Duels:** Real-time 1v1 challenges
- **AI Form Validation:** Ensures proper exercise technique
- **Motion Detection:** Validates real movement via accelerometer
- **XP & Levels:** Progress system with 12 levels
- **Badges:** Unlock achievements for milestones
- **Leaderboards:** Global and friend rankings

Exercises Supported

- 🏋️ Push-ups
- 🦵 Squats
- 🧘 Planks
- 🔥 Burpees
- ⭐ Jumping Jacks
- 🧗 Mountain Climbers

Anti-Cheat System

- **Multi-layer Validation:** AI + Motion + Pattern analysis
- **Device Fingerprinting:** Prevents multiple accounts
- **Shadowban System:** Automatic detection of cheaters
- **Cryptographic Proofs:** Tamper-proof result validation

🔒 Privacy & Security

- **Zero Video Storage:** Videos are processed in real-time and never stored
- **Local AI Processing:** Pose detection runs on user's device
- **Encrypted Data:** All sensitive data is encrypted
- **GDPR Compliant:** Full compliance with privacy regulations
- **Minimal Data Collection:** Only essential metrics are stored

🗄️ Database Schema

Key tables:

- `users` - User profiles and stats
- `challenges` - Duel records
- `challenge_results` - Exercise results

- `user_badges` - Unlocked achievements
- `leaderboards` - Ranking data
- `friendships` - Social connections

See `database/schema.sql` for complete schema.

Deployment

Deploy to Vercel

1. Push your code to GitHub
2. Import project in Vercel
3. Add environment variables
4. Deploy!

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Environment Variables

Required for production:

```
NEXT_PUBLIC_SUPABASE_URL
NEXT_PUBLIC_SUPABASE_ANON_KEY
SUPABASE_SERVICE_ROLE_KEY
NEXT_PUBLIC_APP_URL
```

Optional:

```
SENTRY_DSN
NEXT_PUBLIC_POSTHOG_KEY
```

Scaling Strategy

Performance Optimizations

- **Edge Functions:** API routes run at edge locations
- **ISR:** Incremental Static Regeneration for leaderboards
- **Image Optimization:** Next.js automatic image optimization
- **Code Splitting:** Automatic code splitting per route

Infrastructure Scaling

- **Auto-scaling:** Vercel automatically scales with traffic
- **Database Pooling:** Supabase connection pooling
- **CDN:** Static assets served from edge
- **Rate Limiting:** Configurable per-user limits

Testing

```
bash

# Run tests
npm test

# Type checking
npm run type-check

# Linting
npm run lint
```

Contributing

1. Fork the repository
2. Create your feature branch (`git checkout -b feature/amazing-feature`)
3. Commit changes (`git commit -m 'Add amazing feature'`)
4. Push to branch (`git push origin feature/amazing-feature`)
5. Open a Pull Request

Development Guidelines

- Write TypeScript, not JavaScript
- Follow the existing code style
- Add tests for new features
- Update documentation
- Keep components under 300 lines
- Use meaningful commit messages

API Documentation

Core Endpoints

```
typescript
```

POST /api/duels/create - Create new duel
POST /api/duels/accept - Accept duel challenge
POST /api/duels/complete - Submit duel results
GET /api/duels/list - List user's duels
GET /api/leaderboard - Get leaderboard
POST /api/users/profile - Update profile
GET /api/users/stats - Get user statistics

Configuration

Infrastructure Config

See `src/config/infrastructure.ts` for:

- Rate limiting settings
- Anti-cheat thresholds
- Caching strategies
- Feature flags

Exercise Config

See `src/utls/constants.ts` for:





- XP rewards
- Level requirements
- Exercise parameters
- Badge criteria

Mobile Support

- **PWA Ready:** Installable as mobile app
- **Responsive Design:** Optimized for all screen sizes
- **Touch Optimized:** Gesture-friendly interface
- **Motion Sensors:** Full accelerometer support

Roadmap

Phase 1 (Current)

-  Core duel system
-  AI validation
-  Basic gamification
-  User profiles

Phase 2 (Q2 2024)

- ☐ Team battles
- ☐ Weekly tournaments
- ☐ Social features
- ☐ Premium subscriptions

Phase 3 (Q3 2024)

- ☐ Mobile apps (iOS/Android)
- ☐ Live streaming duels
- ☐ AI coaching
- ☐ Wearable integration

Phase 4 (Q4 2024)

- ☐ School partnerships
- ☐ Sponsored challenges
- ☐ Virtual rewards
- ☐ Global events



Known Issues

- Motion sensors not available on desktop
- iOS requires permission for motion access
- Some Android devices have limited accelerometer accuracy



License

MIT License - see [LICENSE](#) file for details



Acknowledgments

- [MediaPipe](#) for pose detection
- [Supabase](#) for backend infrastructure
- [Vercel](#) for hosting
- [TailwindCSS](#) for styling




Support

- **Email:** support@fit-duel.com
- **Discord:** [Join our community](#)
- **Issues:** [GitHub Issues](#)

Star History

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<div align="center"> <p>Built with  by the FitDuel Team</p> <p>Ready to duel? Start now!</p> </div>