COMP 3004A Project Demo – Dream Team

Project Name: Simply Active
Team Name: Dream Team
Team Members: Morgan Lay – 100981186,   Raden Mathieu Almaden – 101104851,
               Jiange Gu – 100966298,   Rodrigo Sandoval – 100898585

Documentation:

  Simply Active has had to be flexible to accommodate some limitations due to time and resources. We set out to design a user-friendly app that promotes a healthy balanced lifestyle through reducing the entrance barrier to activities and managed to implement many functionalities that are fundamental to that task. We successfully implemented a registration and login functionality and can update firebase through user activity to maintain an accurate set of values that correspond with their likeliness to enjoy certain activities. On the home page we have the weather displayed based on the user's location and display some activities that the user may like based on their profile. Our activity search takes in user parameters and sends an API call to Google Places to return an array of locations meeting the user's requests. It then displays those locations to the user. The profile page does not feature as many options as we had liked, but we decided that we had to focus on the core functionality of the app before working on things such as: adding a display picture, app colour scheme customization, etc. Preferences are saved and updated in firebase, so the state of the user is maintained as we planned. Nearby activities display activities based on your proximity and showcase new activities as you scroll around the map. Most of the features that we wish we had more time to implement mostly revolve around UI and UX changes.

Unimplemented Features:

- o Sound
    - o We had plans on implementing sound to make the app feel more responsive and to maintain the attention of its users. When we began development, it made sense to us that having a sonic reward feature could elevate the user experience, but it did not manifest itself in a way that made sense for the app.
- o Notifications
    - o We had the intention to develop a system that tracks the user's activities and monitor them relative to progress that they chose. We listed it as a low priority and preferred to work on the core functionality before we dove deep into accessory user data tracking.
- o Shared Activity
    - o This is another feature that was deemed a low priority. We would have had to develop a way of finding other users, which did not really fit with our current timeline for development. It is a feature that we can implement using firebase, and have a list of friend ID's to show other users within the app.
- o Reward System
    - o This goes hand in hand with the notifications, sound, and shared activity. For future scalability, having a way of measuring your progress against your friends and fostering a friendly, uplifting but competitive atmosphere within the app will bring the users a

better experience. It was not feasible for us as it would have been a feature that required other components listed above to have been implemented or else it would have been under-developed.

Functional Requirements:

While we may have some unimplemented features that we were not able to fully meet, we did however manage to complete all the functional requirements that we had intentions on implementing.

Dev Logs: https://github.com/MorganLay/Dream-Team

The link above is to the Github repo that we used for the project and dev logs. Please select the folder "dev_logs" to view the dev logs of the members of the group.

YouTube Video: https://youtu.be/U9Q33PZKrOk