

Running Man Run & Track App July 24, 2019

Team member names:

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Inspiration and Vision

- **Motivation:**
 - We all are active and enjoy running
- **Problem:**
 - Many Apps Are Too Complicated and Overbearing
 - They Introduce Too Many Pointless Features for Profit or to Seem Different
- **Solution:**
 - Create a Minimalistic Running App
 - Lightweight

Goals

- ✓ Be able to interact with, such as structured layout objects and UI controls that allow you to build the graphical user interface for the app.
- ✓ Be able to create a Custom User Profile
- ✓ Be able to track Time, Distance, and Average Speed on a run
- ✓ Be able to track Calories Burnt per run
- ✓ Be able to Save/Delete previous runs
- ✓ Be able to view in History
- ✗ Be able to visualize the Running Route on a Map

Challenges & Accomplishments

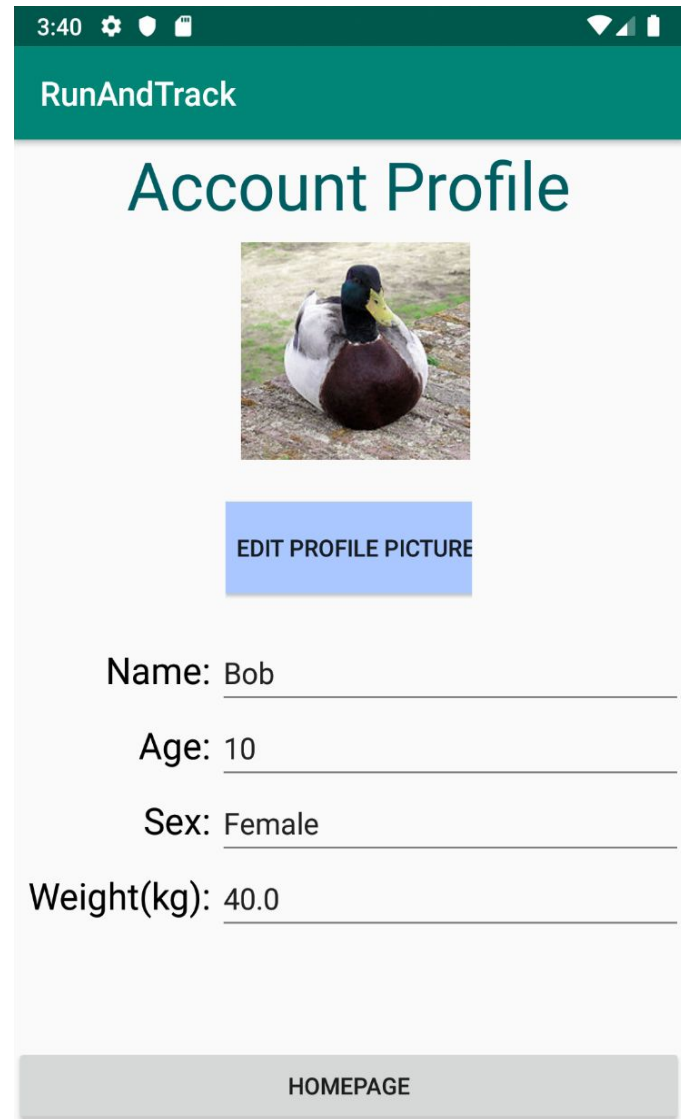
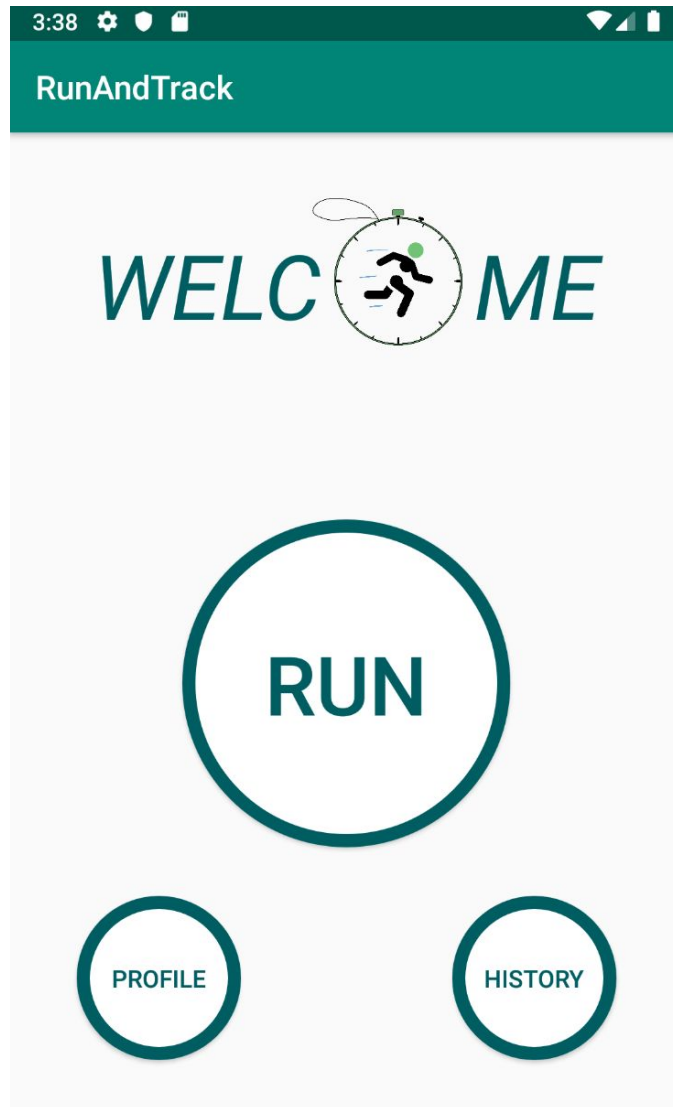
Challenges

- Linking Android Studio and Github
- Setting up android studio environment
- Learning how to use all the new technologies
- Allocating tasks
- Listen to each others suggestions
- Finding chunks of time to work as a group
- Implementing Google Map

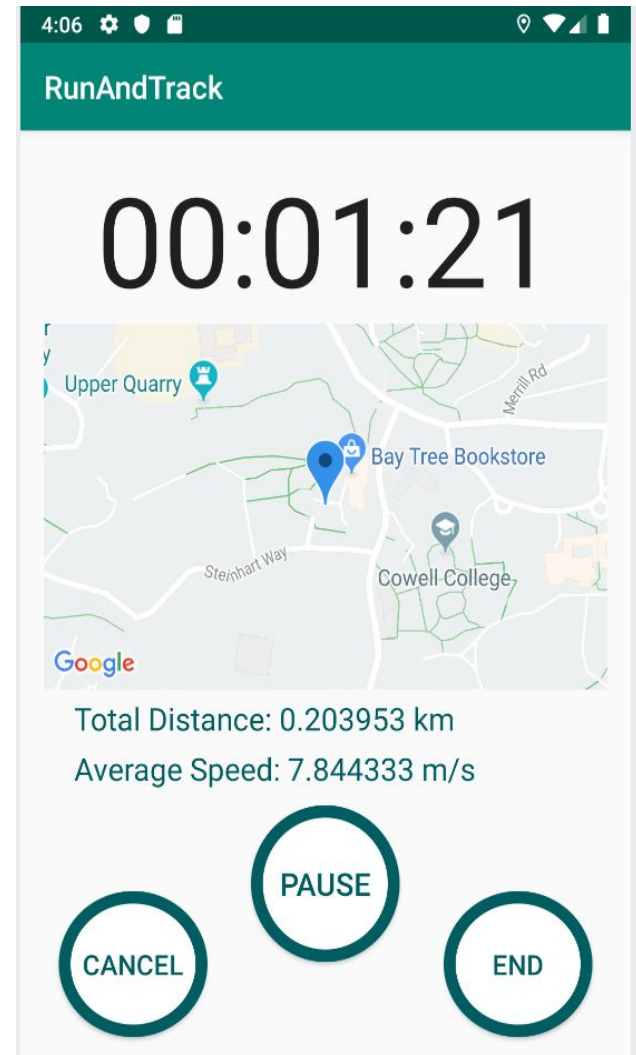
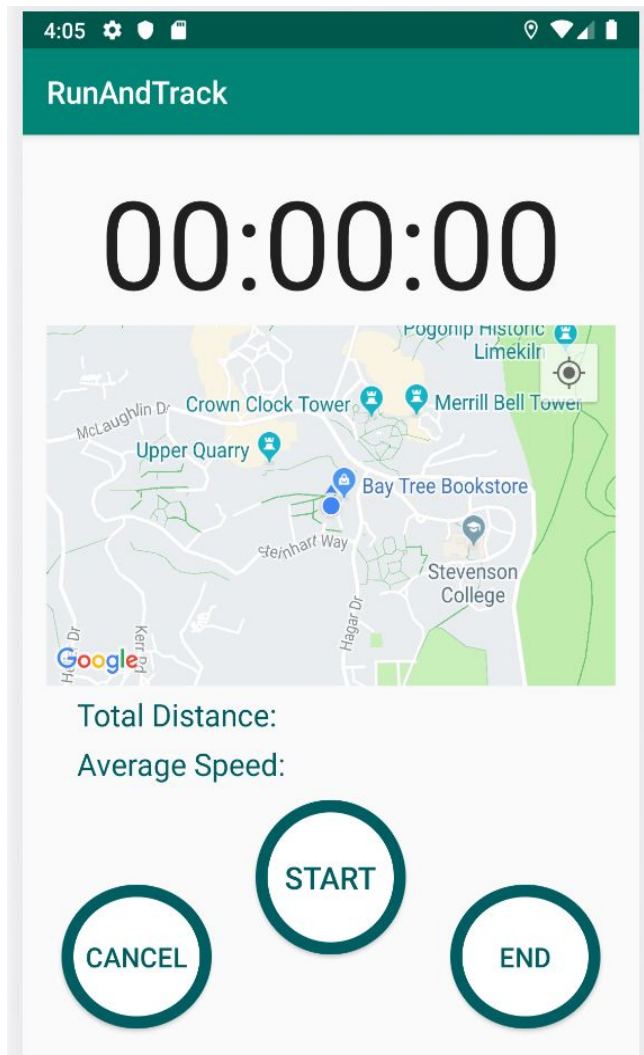
Accomplishments

- We have a Minimum Viable Product
- Learned many different technologies
- We worked together well
- We applied scrum process
- We created efficient working plans

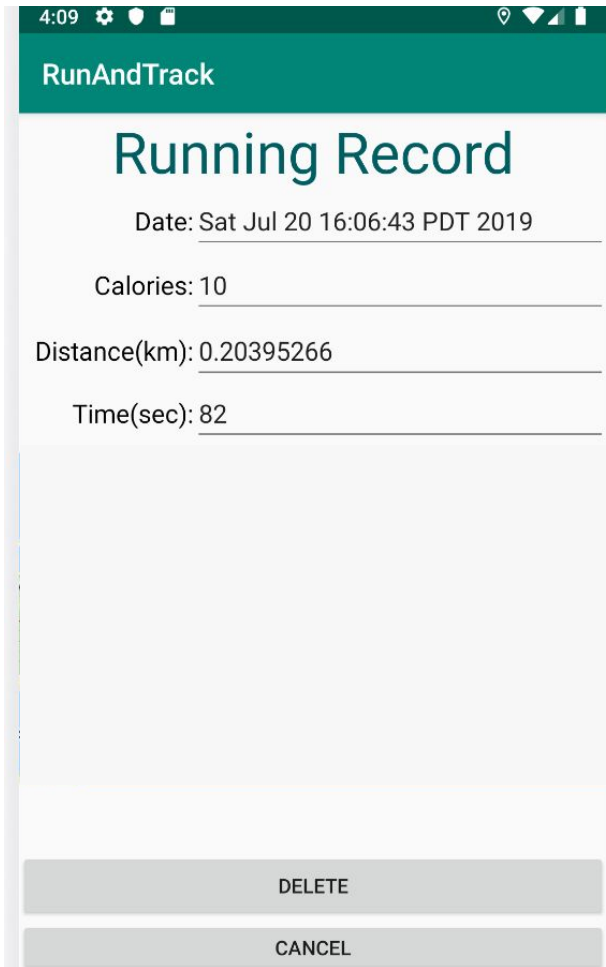
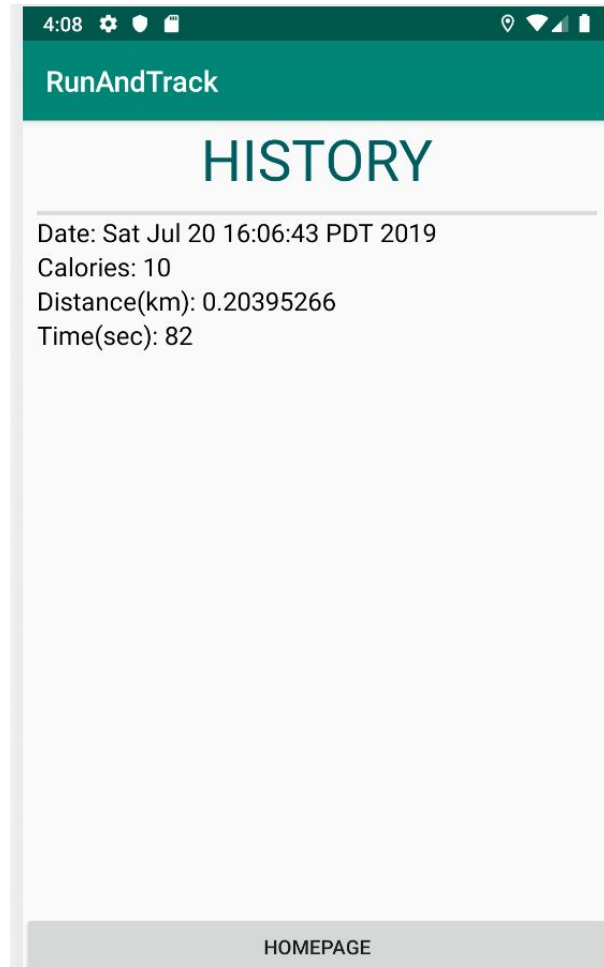
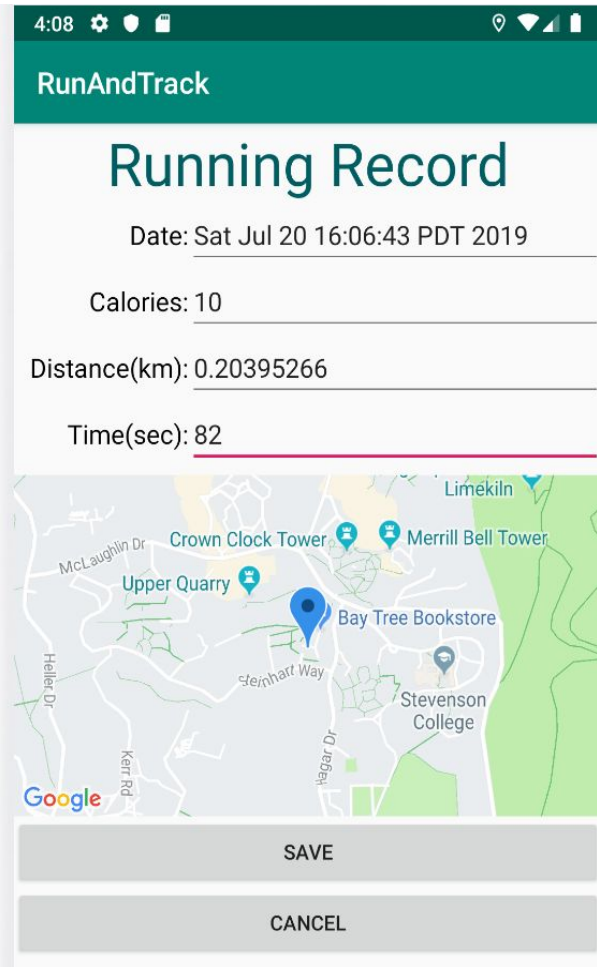
System Screenshots



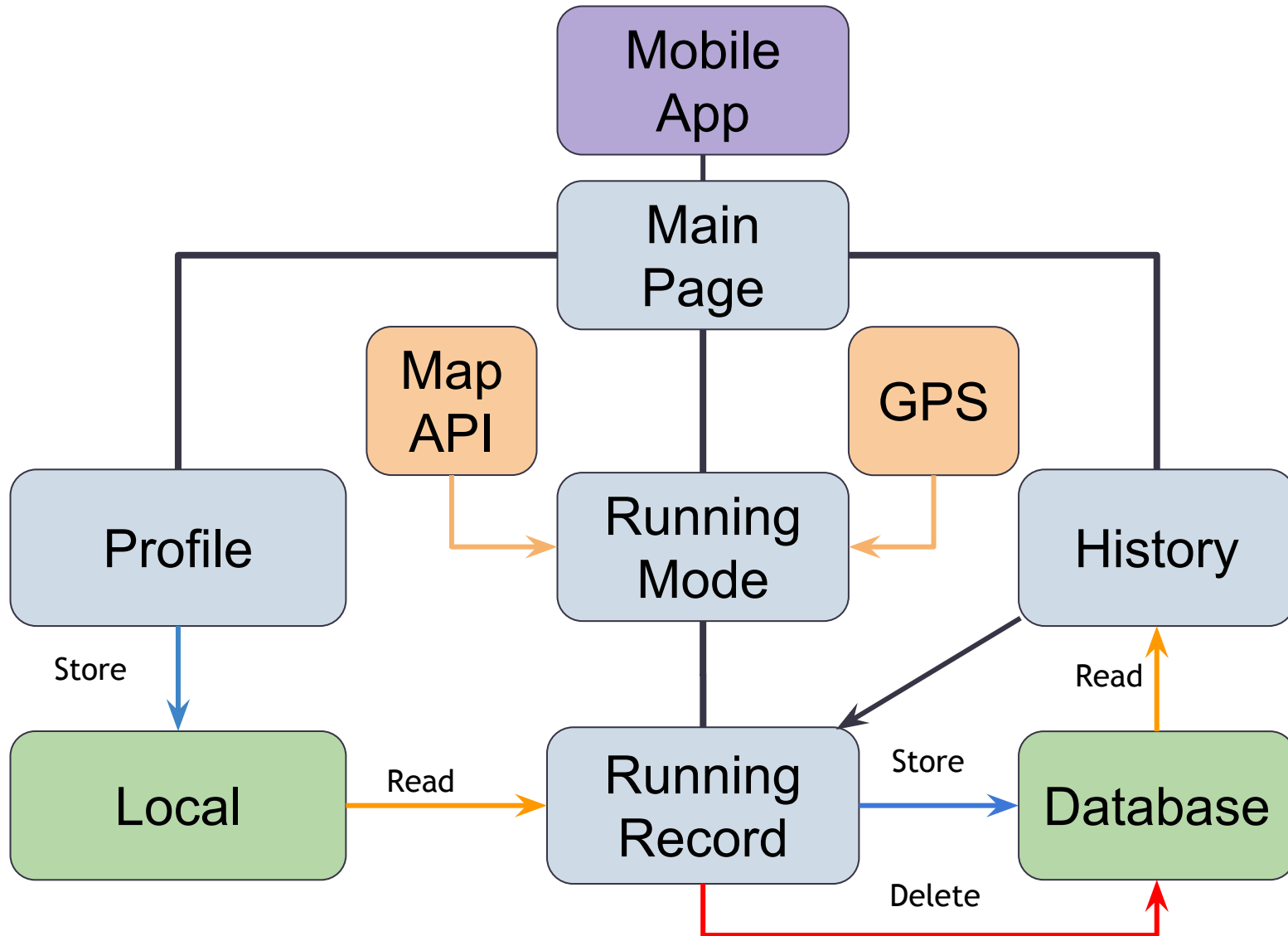
System Screenshots



System Screenshots



System Overview/Diagram



Technologies

- Android Studio: Development Environment
- Github: Team Repository
- Google Map API: To implement a Map
- GPS: To find the current location and distance
- SQLite Database: To store the running record
- GPS Emulator: To test the Distance functionality and Map Accuracy

Management Techniques

- ❖ Constant communication
 - Texts, Discord, and in-person
- ❖ Near daily-in person meetings and SCRUM meeting
- ❖ Centralized documentation
 - Github, Google Drive
 - SCRUM Documents, Release Plan, Sprint Plan, Scrum Board, Burn Up Chart
- ❖ Allocating tasks to people
- ❖ Assigned SCRUM roles

Things We Enjoyed

Enjoy

- Meeting and working with new people
- Learning how to make an app
- Learning how to use SCRUM within a team
- Coding in a team environment

Not Enjoy

- Not having enough time
- Working while it is so nice outside
- Having so much work
- Taking the bus everyday for daily meetings

Lessons Learned

- SCRUM Process
- How to be a SCRUM Master
- How to be a Product Owner
- How to document everything
- Organization for the whole team
- Using Android Studio
- Improving Git skills
- Databases
- Setting up GPS and Google Maps
- Time management and time estimation

The background features abstract, overlapping geometric shapes in various shades of blue, primarily on the right side, creating a modern and dynamic feel.

Thank You!