

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

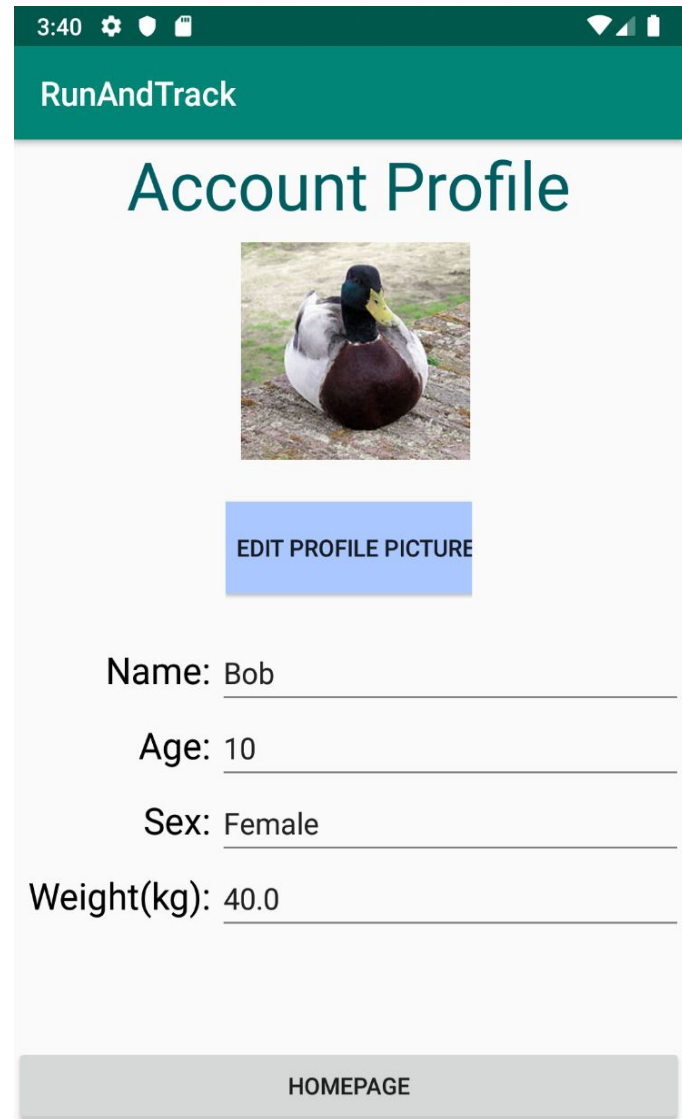
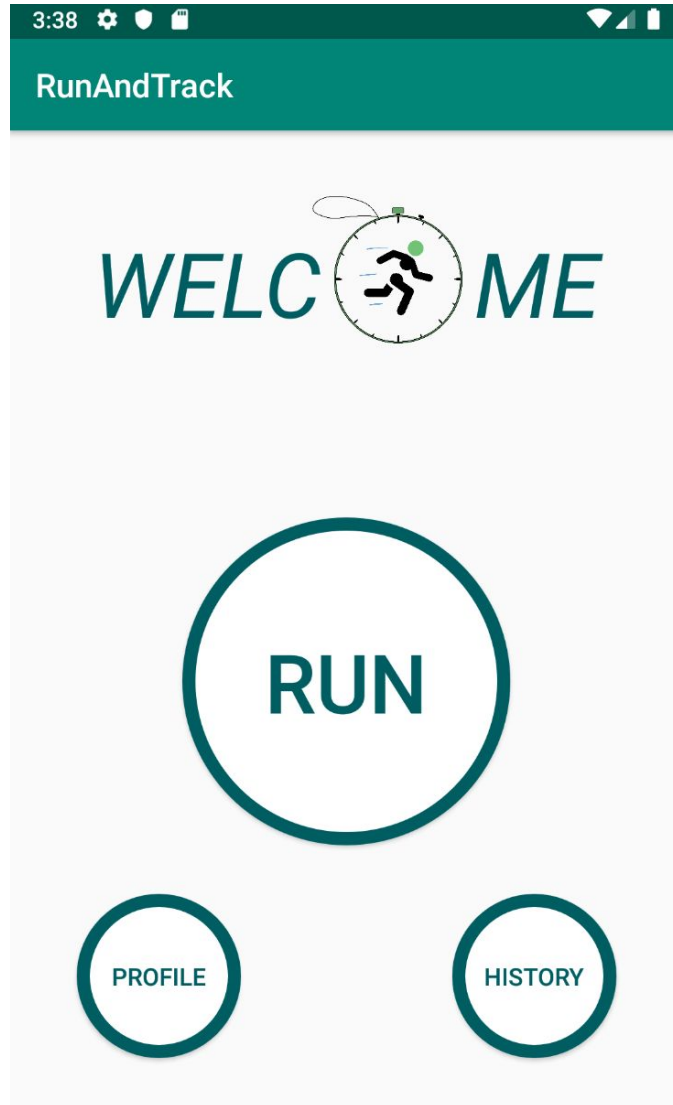
Challenges

- 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

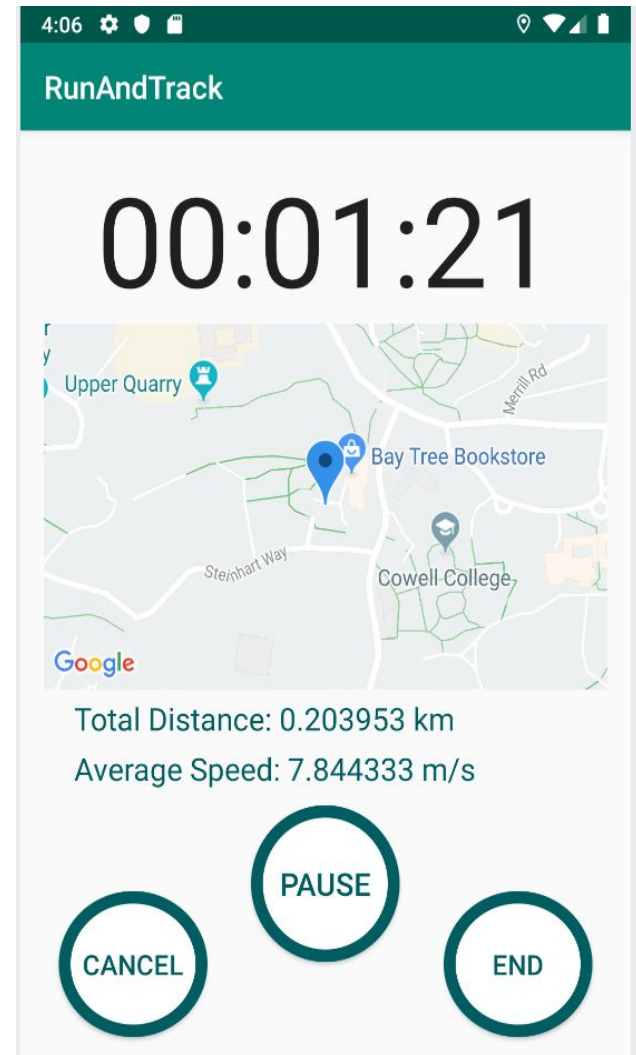
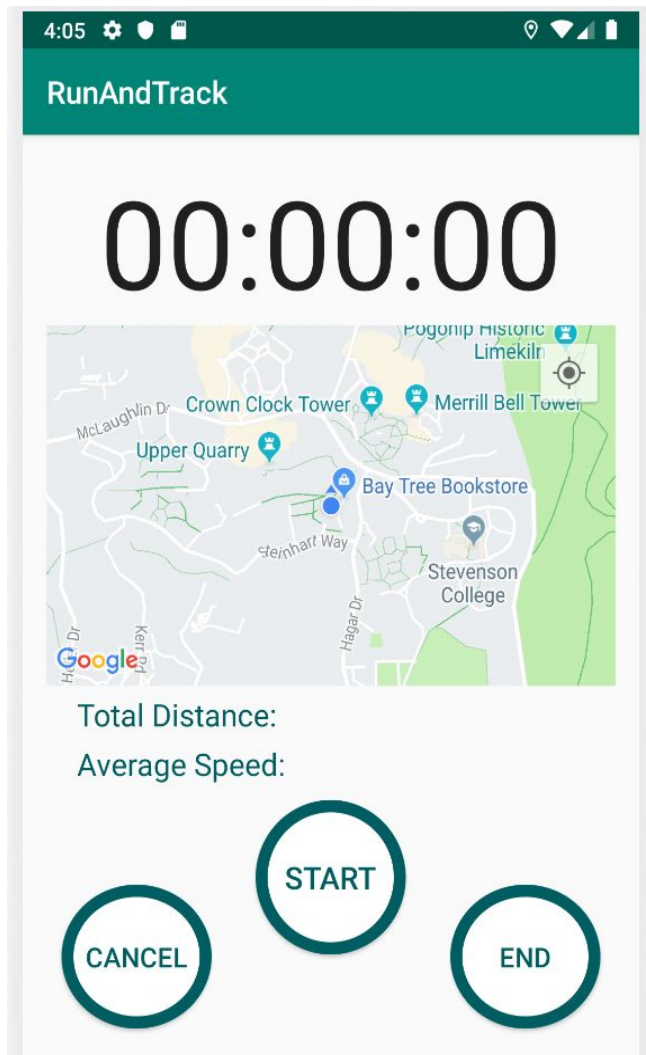
Accomplishments

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

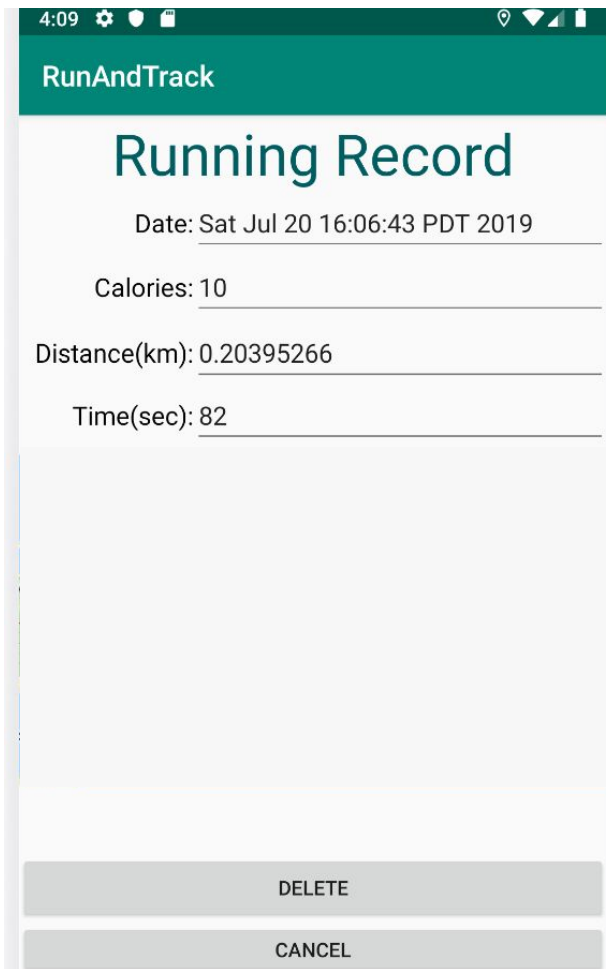
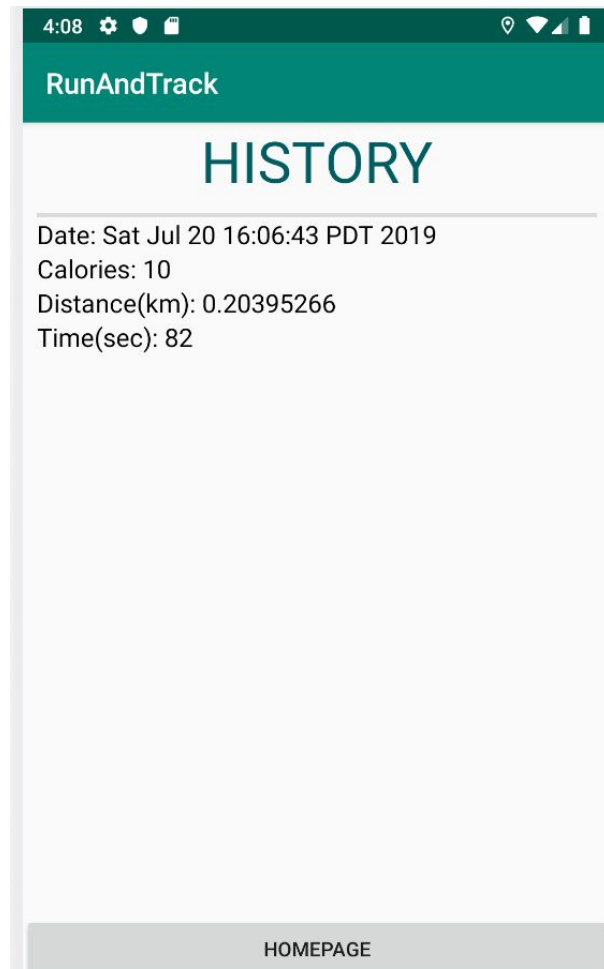
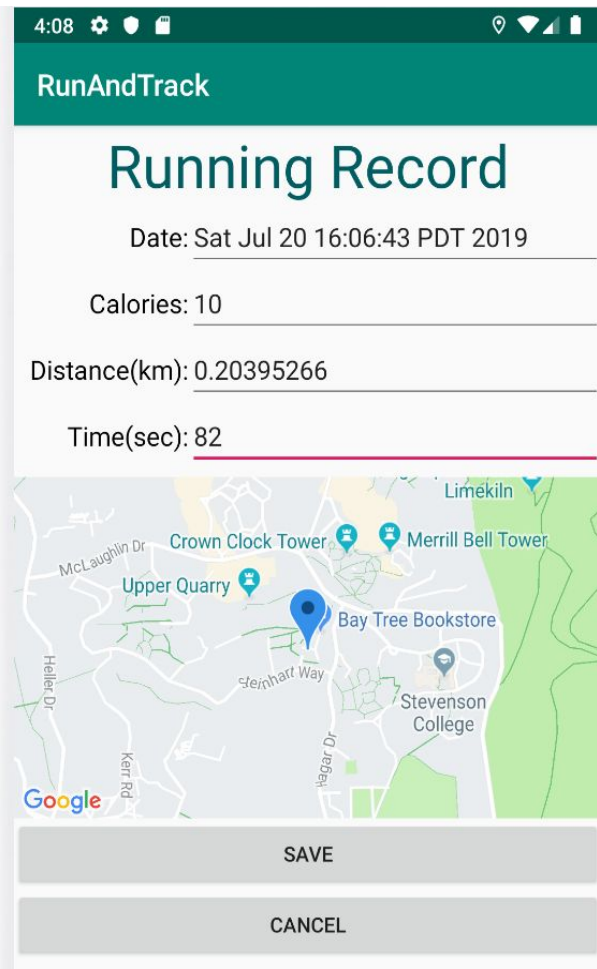
System Screenshots



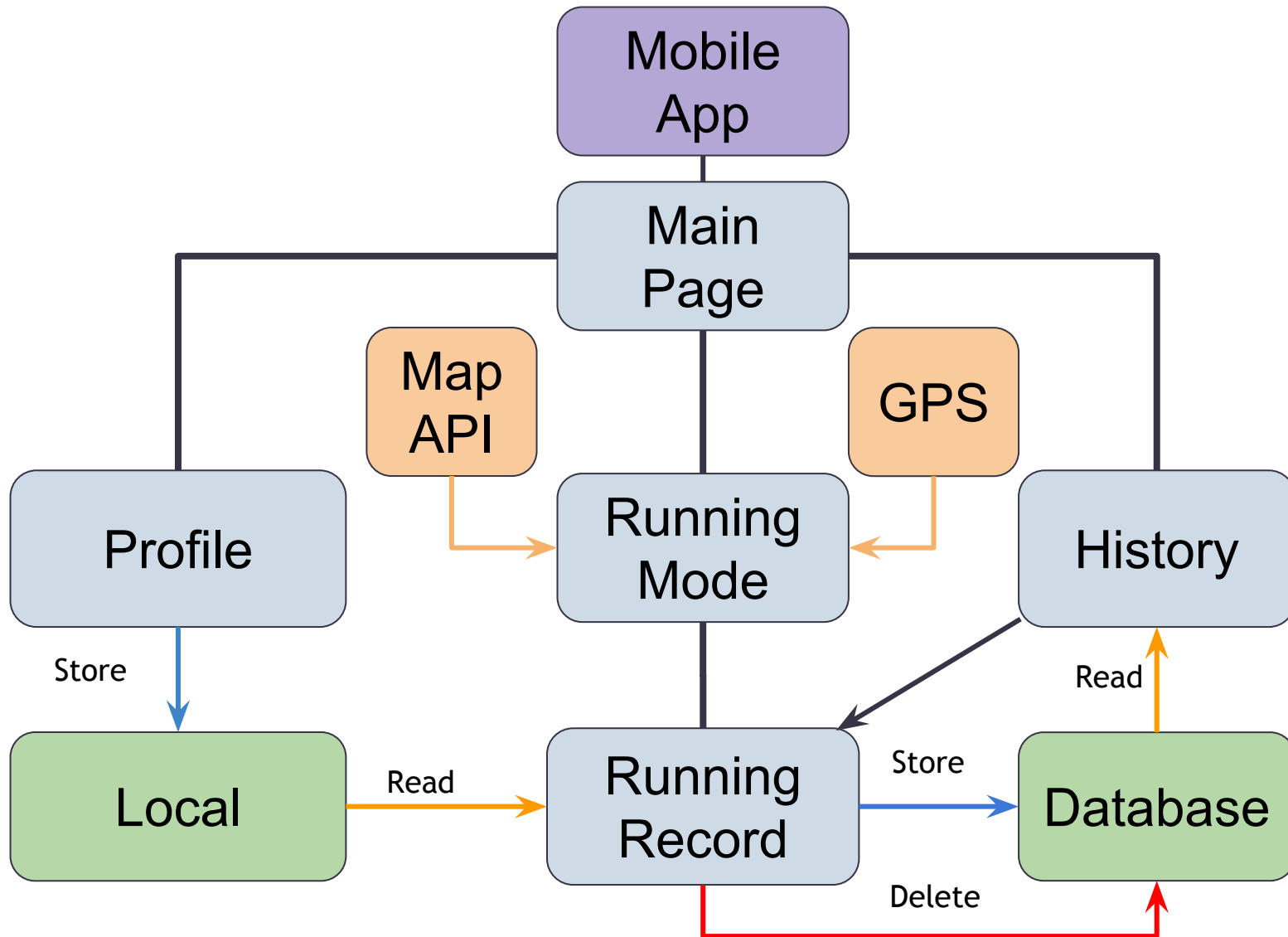
System Screenshots



System Screenshots



System Overview/Diagram



Technologies

- Android Studio: Development Environment
- Github: Team Repository
- Google Map API: To implement a Map
- 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
- Weekly SCRUM meeting
- Centralized documentation
 - Github, Google Drive, SCRUM Documents, Release Plan, Sprint Plan, Scrum Board, Burn Up Chart
- Allocating tasks to people
- No hierarchy in team

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, ranging from light sky blue to deep navy blue. These shapes are primarily located on the right side and bottom of the frame, creating a modern, layered effect. The main text is centered on a plain white background.

Thank You!