Run and Track Installation Guide

Windows/Mac Installation

1. Download the latest version of Android Studio
2. Git clone this repository: https://github.com/Scottie-Fischer/RunningMan/
3. Click 'Open an existing Android Studio project'
4. Locate the cloned repository
   a. Select the 'RunAndTrack' project located in the folder 'RunningMan'
   b. Open the 'app' folder inside 'RunAndTrack' with Android Studio
5. Download SDK tools for Emulator to work
   a. Note: Only laptops with Intel processor can run the Emulator. It does not support the AMD processor. Follow the guide for "Mobile Installation" instead.
   b. Go to the "Tools" tab and click on "SDK Manager"
   c. Under the "SDK Tools" tab, download:
      i. Google Play Services
      ii. Android SDK Build-Tools
      iii. Support Repository
      iv. Android Emulator
6. Click Run then 'Run app'
   a. Create New Virtual Device
   b. Select Phone Tab
   c. Select Pixel 1, 2, or 3
   d. Select 'Q' or 'Pie' API level
   e. Click 'Finish'
   f. Select the virtual device created

Mobile Installation

1. The app is only available for Android Users.
2. Set up the phone development environment:
   a. Go to "Settings" and tap on "About Device" located at the end.
      i. In "About Device", scroll down to the end and you will see "Build number" option.
      ii. Tap on "Build number" option 7 times and you will be notified that the developer options are enabled.
   b. Go back to "Settings" and tap on "Developer Options".
      i. Turn on "USB debugging"
3. Follow the steps in "Windows/Mac Installation" except Step 6
4. Now connect your phone to your laptop.
5. Click Run then 'Run app'
   a. Choose your phone
   b. Click 'Ok'

User Manual:

*Note: User needs to input weight in the profile to calculate the calories.

Inputting weight:

1. Start App
2. Click Profile
3. Fill in the weight
   a. Fill the rest of the profile (Optional)
4. The app is ready