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Project One- Weight Tracking App

The goal of this project is to create a weight tracking app that will have specific features. I plan to add components that will improve the app’s efficiency, quality, and security. The first and maybe the most obvious component of the app is the weight tracker. A component that will be needed to track weight as well as enhance the security and confidentiality of user data is a database to store user logins and passwords and weight tracking information.

It will be important for the app to be user friendly to all different types of audiences. One of the biggest reasons why a user may download the weight tracking app is to accomplish a fitness goal. A person with a fitness goal could be trying to gain weight or lose weight and most likely there will be a goal weight to achieve as well as a date to achieve that date. Although tracking weight for a fitness goal may seem like the most common reason why a user may download the app, the app could attract any kind of user for the same reason to simply weigh something, keep track of the weight, and set a goal weight for that object. Thinking more about the things that would change weight frequently and that could be tracked and manipulated to a goal weight makes me realize that the focus of audiences may be for living things. Although, there could be a need for some weight of inanimate object’s weight or weights that would need to be tracked. No matter the user, if the user has the need to track the weight over an interval and time and set a goal for the end weight, the weight tracking app will allow the user to do so easily. For any user it will be important to handle user security, and privacy correctly, especially if dealing with user health data.

The first screen of the weight tracking app will need to be attractive and captivating. I think that keeping the buttons and text on the home screen of the app simple and modern will make the app simple and pleasing to navigate. I think that having an appealing home screen that displays the title of the app will be good for the app’s design. The home screen will display a title and a button that prompts the user to get started with the app. Clicking the button will lead the user to the next screen. The next screen will be the logon screen where the user will need to input their username and password or create one if they have not already. The login in screen will include some designs to make the screen more appealing and will also have text views that will prompt the user where to enter their username and password and edit text views so that the user can enter their username and password. The first text that will be at the top of the screen will be instructions about logging into the app, the text below it will be the username prompt, the text editor below that will be the section where the user will enter their username, below that will be the prompt for the user to enter their password and then below that will be the text editor where the user will enter their password. Next, below all the above there will be a prompted question that says the user will need to create an account with a username and password if they have not already. There will be a button that will lead the user to another screen if they are attempting to create a new username and password. The new screen will be like the login screen except there will be more text and text editors. The new texts and texts editors will be for the user to input a username and password and then there should be an extra text editor that will make the user enter the password again to make sure the password is matched. There will be a button both on the login screen and the create a username and password page that will submit the input and if everything is correct, the user will be transferred to the next screen of the app.

When the user successfully logs on or creates a new account and logs on, they will be transferred to the main activity screen in the app. The app will have a grid that displays all the daily weights and the days that they were entered at. Below the grid will be a text view, text editor and a button that the user will be able to input a new daily weight. Below those will be a text view, text editor and a button that will allow the user to enter a new or update a goal weight. Lastly on the screen, if the goal weight is reached a pop up will show the user that they have reached their goal weight.

The first screen, like said before, will be a simple screen that just has some text views and images to create a visually pleasing app opener. The next screen will have a variety of text views, text editors and buttons that will allow the user to input, submit and create a custom username and password. The data that the user inputs will be stored in the user database. Each time that new data is submitted, or a login attempt is made, the database will be checked for user validation. If everything is verified in the login and account creation screen, or a new user successfully creates an account the app will progress to the next screen.

For the main activity screen there will be a series of text views, text editors and buttons that will allow the user to add, and update weight tracking and weight goals. The daily weights and goal weights that the user enters will be stored in the user database. The app will check the grid and data upon user entered input to update the grid. The app will also use new data entered on the screen and check the user database to see if the goal weight has been updated and if the goal has been met. If the goal has been a pop up will display on the user’s weight goal achievement.

To handle the data, it will be important to implement CRUD operations. I will also need to write the correct logic to handle all the user interactions such as clicking buttons and text input. Lastly it would be smart to create tests to make sure that I have correctly tied all of the data to the UI components on each screen.