# **PROGRESS REPORT**

This report serves as a summary of our progress during the development of our app. Our app is both mobile and web-applicable, but we mainly ran it using the web and sometimes on the mobile hence there being quite a few bugs on the mobile side as well as the web side. These bugs on the mobile would include things like multiple selections on the survey data page when the user should only be allowed to make one selection per category, and scaling of the page so things look bigger and out of place on some pages. The bugs on the web-side include us not being able to choose a correct date of birth to help calculate the age. With the app, we have omitted a few aspects that we thought we would use at the beginning of our development (our planning). We omitted …

We weren’t able to get our tests to work so we did them directly as 3 of our 4 test cases failed. This resulted in us leaving them and testing directly on our app using the console as a debugger.

On the bright side, we have completed most of our requirements. We have ensured that a player and/or coach sign-up as well as login. Depending on the role chosen by the user, it will take them to their respective pages. If the user chooses “Athlete”, they should be taken to a page with two buttons showing ‘Survey Entries’ and ‘Progress Analysis’. The entries are for the player to decide on based on the category and this will be saved to the database. The analysis will come from the player’s entries and this should display their results on a day-to-day basis and calculate the ACWR and BMI (should they have provided true information. If the user chooses ‘Management’(Coach), they will be directed to a page that shows the teams that the coach is looking at. Each team has their own players and whenever a certain team is chosen, it should be directed to the screen for that team and show the players that belong to that team. If there is no team, the coach can create a club that will be saved to the database

