Jet Fitness

Jeremiah Perez, Ethan Delong, Tom GilBride

CIS 111B ONL

Design Document

Our goal for this project was to create a fitness application that was both easy to use and possessed unique features. Although we were not able to extend the applications features as far as we had hoped, we were successful at laying the groundwork for a much bigger vision, as well as returning a functional program. We designed the application with a few things in mind. The main aspects of the application that we managed to create were important to the overall functionality of the program. For starters we wanted to ensure that we had a home page for the user, where he or she would be able to see important diet and fitness information at a glance. We also wanted to show the user’s progress by collecting records of calories, exercise, and weight to show overall trends in the user’s health. As equally important was the ability of the user to search for foods they either ate or wanted to eat, be able to see nutritional values for that food, and be able to add that meal to their daily consumption at the click of a button. We were able to accomplish this with a relatively flawless display by using a pre-existing nutritional API that provided the nutritional information we required. If we had more time for this project there were many ways in which we could have extended it. For starters, we had originally wanted to create a way for the user to create a shopping list easily by uploading recipes for meals they wanted to eat. This would ensure that the user could plan their meals ahead of time and know exactly how much of each ingredient they would require. We also would have created a login function, so that multiple users could login to the same phone. Unfortunately, only one user’s information could be stored in its current state. I believe we received an A when it came to the use of API. I think we went far behind the knowledge received in this class, using Xamarin and visual studio to create our code. We were also able to access and effectively use external API’s in our application, mainly the use of Nutrionix. We have created a thorough UML diagram, with all classes, objects, and fields identified, creating a successful hierarchy. Our video does a complete job of explaining our project, our vision, and how we went along accomplishing certain aspects of our program, as well as mentioning how we might add to it in the future. Overall, I think we went beyond the scope of this class, and although didn’t reach as far as we might have hoped, showed our skills in adapting, learning, and overcoming obstacles.