

---

## Design Document for **Goal Friends**

---

Group **3\_mc\_5**

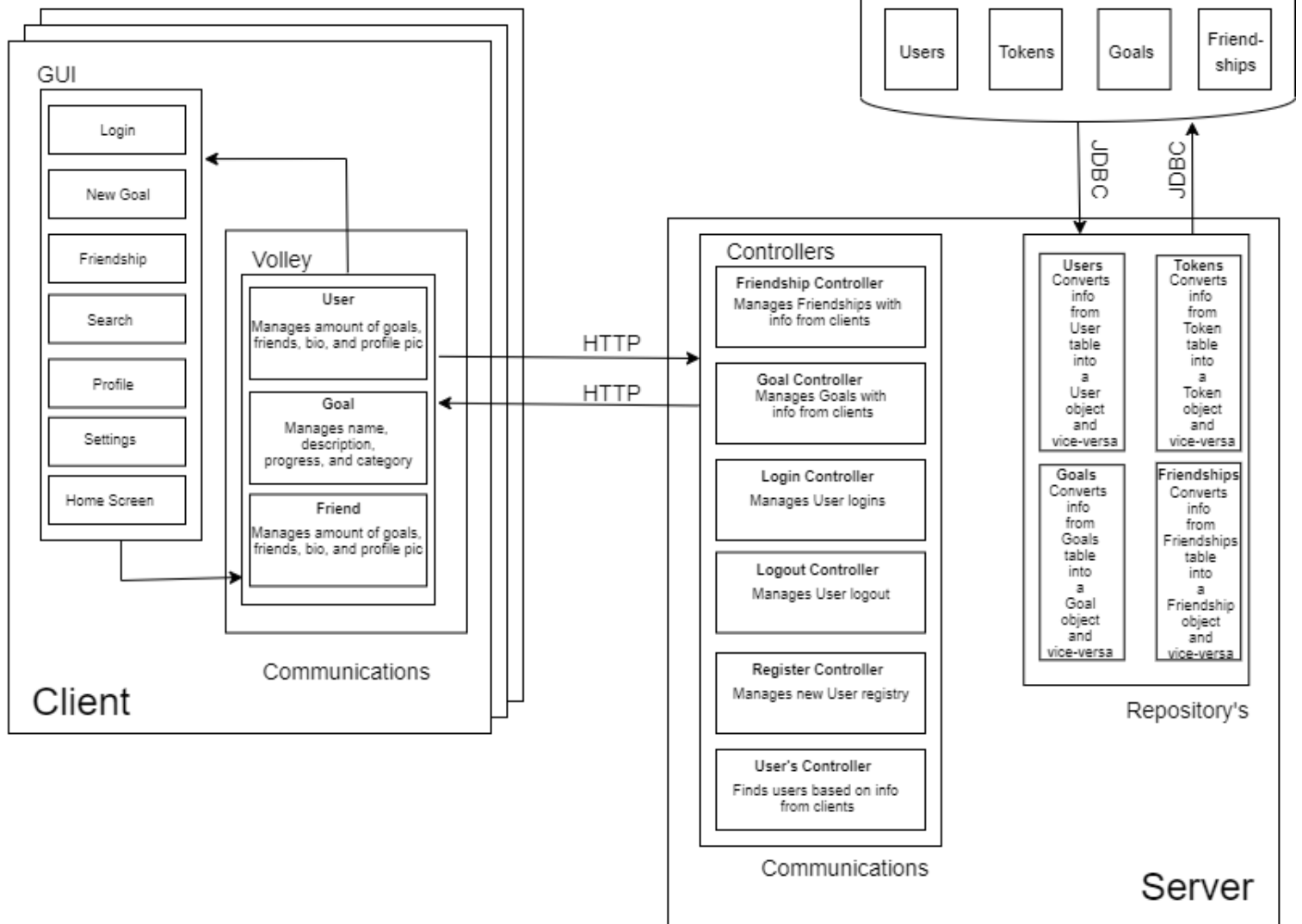
Austin Dart: 25 % contribution

Tyler Jaacks: 25% contribution

Kyle Todd: 25% contribution

Elijah Brungardt: 25% contribution

**Goal Friends**  
**3\_mc\_5**  
**Austin Dart**  
**Tyler Jaacks**  
**Kyle Todd**  
**Elijah Brungardt**



### Login/Register:

We have a login page where a user can login to their account or register for an account. The user's credentials are sent through with a volley POST request and saved to the server side. When logging in a user's credentials are pulled with a volley GET request.

### Home Screen & Goals:

The home screen page displays all of the user's current goals by sending a GET request to the server to get all of the user's current goals. The frontend also has a Goal object that has the instance variables of name, description, category and progress.

### Friendship & Search:

Goal Friends has a Search system that can search for other user's profiles. When a user is found the user can decide to friend that user through the friendship system that will POST request. When looking at a user's friends list, there will be a GET request to the server to get all the user's current friends.

### User:

A User is an object within the backend which contains the following information: Phone Number, Email, Password, Username, and Token. Each of these belongs to the User.

### Goal:

A Goal is an object within the backend which contains the following information: Goal Name, Goal Owner (a User), Goal Category (an enum), and Goal Progress (float from 0 to 1 describing its completion [0 = not started; 1 = complete])

### Friendship:

A Friendship is an object within the backend which contains the following information: Two Users, who are friends (or not, if they were unadded later or blocked).

### Token:

A Token is an object within the backend which contains the following information: Token String, Creation Date, and Expiration Time. Tokens are used to authenticate Users so they don't have to retype their password every time they want to do something.

### Controllers:

There is a UsersController, GoalController, LoginController, LogoutController, RegisterController, and FriendshipController, each of which communicates with the frontend to add, delete, find, and/or edit the various objects as named in the Controller's name.

