

Description

Intended User

Features

User Interface Mocks

Screen 1

Screen 2

Key Considerations

How will your app handle data persistence?

Describe any corner cases in the UX.

Describe any libraries you'll be using and share your reasoning for including them.

Next Steps: Required Tasks

Task 1: Project Setup

Task 2: Implement UI for Each Activity and Fragment

Task 3: Your Next Task

Task 4: Your Next Task

Task 5: Your Next Task

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FitnessJournal

Description

This application gives users the ability to ever so simply talk their exercises into their phone in a simple and easy journal that keeps track of weight, rep count, and an simplified layout to reduce the clutter of so many other fitness apps.

Intended User

This app is intended for anyone and everyone that can safely exercise

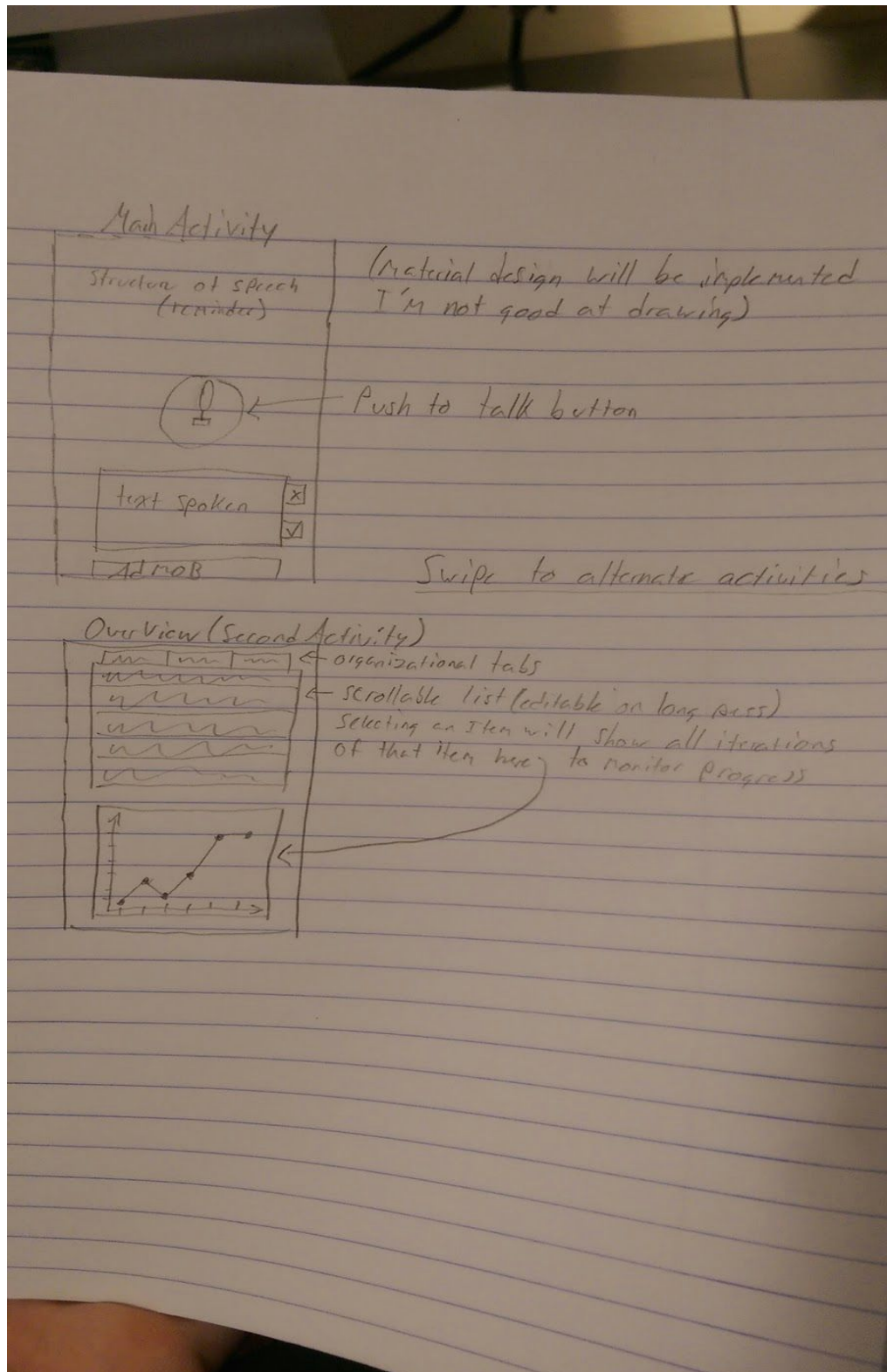
Features

The features of the app are as follows:

- A main UI and activity that opens with the main function of the application which has the ability to dictate and properly record exercise type, ie. legs, hamstrings, back etc..., exercise variation, such as straight press vs. arnold press, weight, and the rep count for that activity.

- Exercises are recorded and displayed in an activity separated into 2 fragments, the first being an itemized and organized list of exercises previously done. The second fragment will display a simple graph upon selecting an exercise from the list above it which allows the user to see and actively keep track of the weight and rep count of a certain exercise. This also allows for the quirks of the human language, as the main function of the app will be dictation what the user knows as a particular exercise will be listed as such.
- Implements the Google Admob API
- Implements the Google History API

User Interface Mocks



Key Considerations

How will your app handle data persistence?

Through a content provider, more specifically an SQLite database

Describe any corner cases in the UX.

Because of the heavy reliance on dictation and the possibility of error when using this feature the user will have the option to alter any exercise aspect after they have spoken it and when it has been stored and is available for selecting and viewing on the second activity

Describe any libraries you'll be using and share your reasoning for including them.

ButterKnife: Easier to bind views

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and decompose them into tangible technical tasks that you can complete incrementally until you have a finished app.

Task 1: Project Setup

- Configure ButterKnife

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity consisting of a simple button and text readout
- Build UI for Overview activity, consists of 2 fragments. Scrollable list will be the top half and display categorized list of exercises. The lower half will display a graph showing weight, rep count, and date completed to show progress.

Task 3: Add functionality to MainActivity

- Enable voice to text upon button press on MainActivity
 - Type spoken text out and make available to edit on MainActivity
 - Add to local database

Task 4: Add functionality to overView(Second activity)

- Display all exercises in chronological tabs and alphabetical order so that the user can easily find a particular exercise for a particular day
- Make exercises in scrollable view editable
- Create layout for the graph to be showed on the overView

- Add functionality that allows a certain exercise to be shown on the graph appropriately

Task 5: Add ability to switch between activities

- Enable functionality to switch between activities
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