

Tracktimer Mobile Web App

By Andrew White

Introduction

When coaching multiple athletes in a running session it can be difficult to time more than one or two athletes. Coaches may have access to a stopwatch and the stock timer app on their mobile phone. With two devices it can be difficult to time two athletes let alone more.

The tracktimer is a simple mobile web app that can be accessed with any modern smart mobile phone with an internet connection. The app allows the user to enter multiple (potentially unlimited) athletes names and create each athlete a unique timer that can be started, stopped and lapped individually. This allows the coach to track multiple athletes on one simple clean app. The coach can also view historic data, previous efforts and laps, by swiping right on the athletes name displaying as a side panel. Finally if an athlete is late for the session they can be added while the other timers are running allowing the coach to be flexible with their session.

Development

The application was developed with HTML, CSS and JavaScript. jQuery was used extensively. Development was done using the Brackets editor, testing and debugging was done using Firefox, Chrome and Chrome mobile browsers.

Demonstration

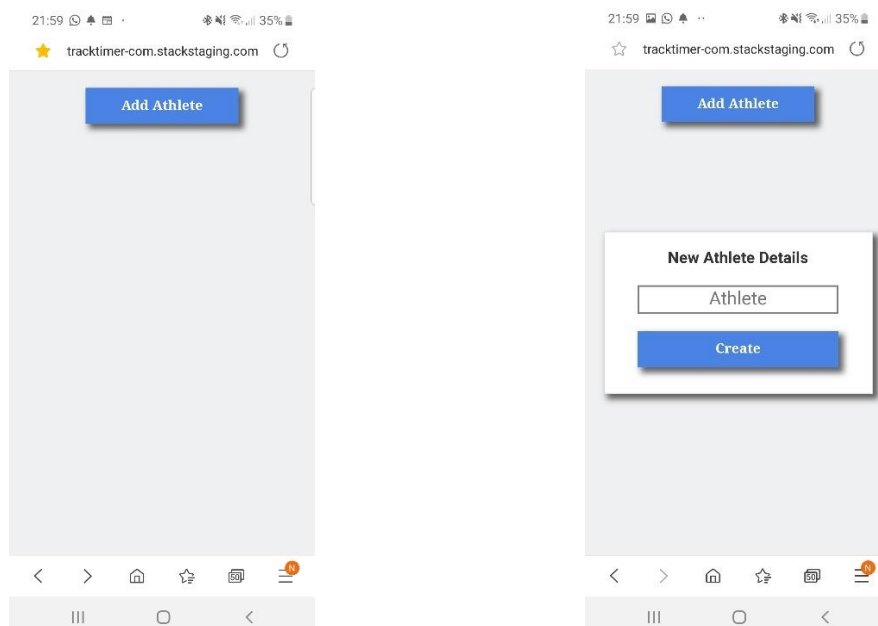
Until November 2019 the webpage should be available at <http://tracktimer-com.stackstaging.com/light> . **Please note that the app has been tested on mobile and not desktop.** A video of the operation will be available at <https://github.com/arlw87/tracktimer>.

Operation

This section contains a description and images of the operation of the app.

Add an Athlete

Clicking the add athlete button will bring up the new athlete popup.



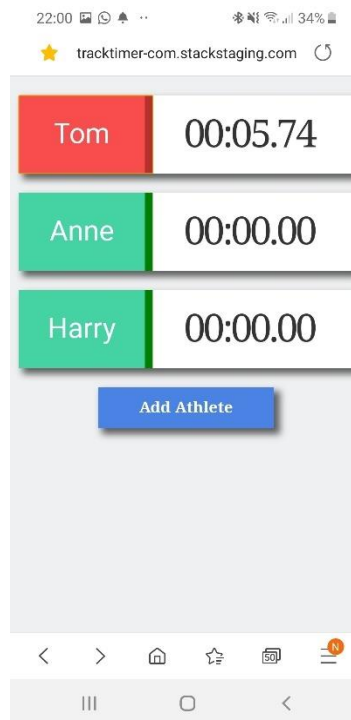
Touch the athlete box and type in their name, maximum length 6 characters, then hit create.

The screenshot shows a mobile application interface. At the top, there is a status bar with the time 21:59, signal strength, Wi-Fi, and 34% battery. Below the status bar is a navigation bar with a star icon, the URL 'tracktimer-com.stackstaging.com', and a refresh icon. The main content area has a blue button labeled 'Add Athlete'. Below this button is a modal titled 'New Athlete Details'. Inside the modal, there is a text input field containing the name 'Tom' and a blue button labeled 'Create'. At the bottom of the screen is an Android-style navigation bar with icons for back, forward, home, search, and a menu icon with a red notification badge.

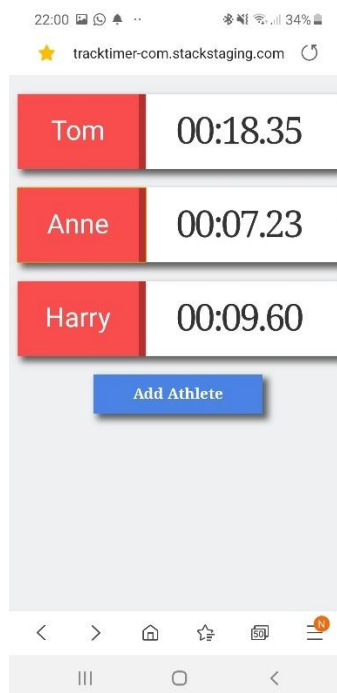
Add as many athletes as required. When a timer for the athlete is created it will appear green and the time will be set to 00:00.00 (MM:SS.MSMS) – MM minutes, SS Seconds, MS milliseconds.

The screenshot shows the main interface of the application. At the top, the status bar shows the time 22:17, signal strength, Wi-Fi, and 31% battery. The navigation bar is the same as in the previous screenshot. The main content area displays a list of three athletes. Each athlete has a green rectangular box on the left containing their name and a white rectangular box on the right containing the time '00:00.00'. The athletes listed are Tom, Anne, and Harry. Below the list is a blue button labeled 'Add Athlete'. At the bottom is the same Android-style navigation bar.

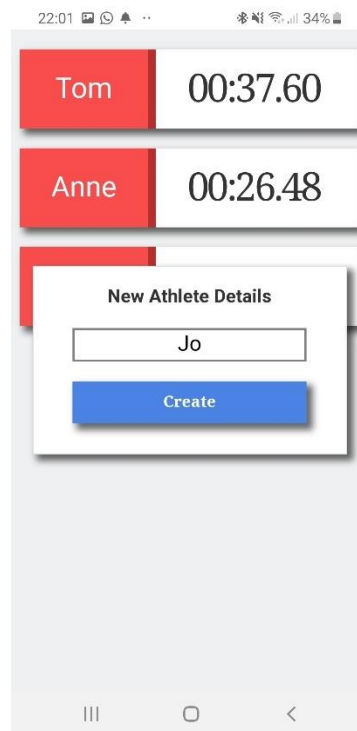
Press the green button of the athlete to start their timer.



One, many or all timers can be active at the same time.

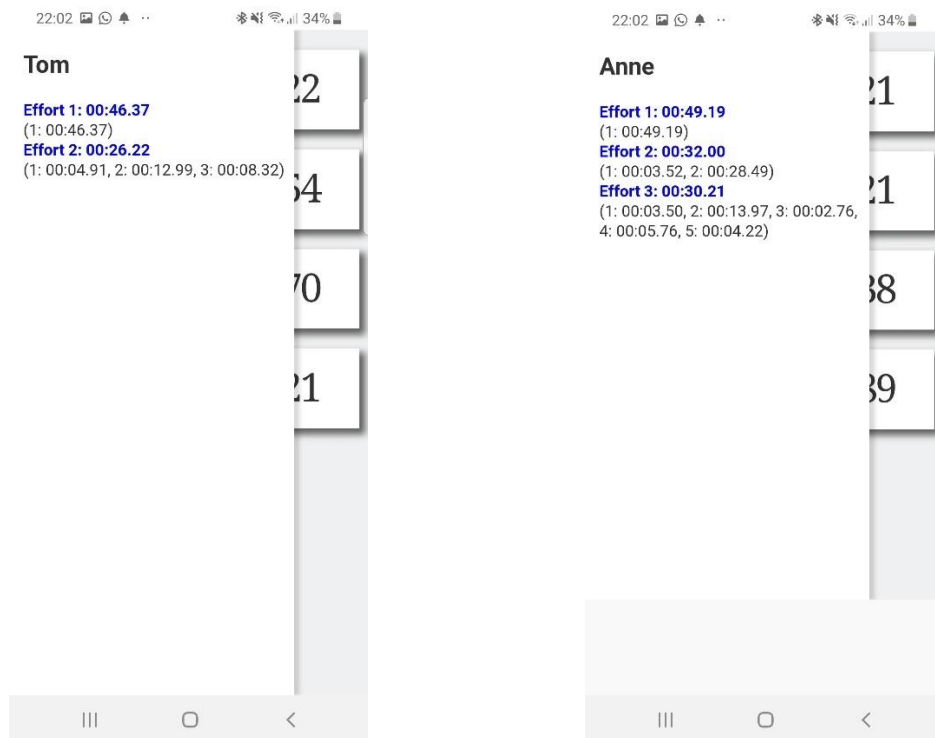


Further athletes can be added when the other athletes timers are running.



To lap the athletes time simply touch their time. It will freeze for 2 seconds to indicate that it has been lapped then the timer will then continue, displaying the overall time for that effort.

To get information on the athletes previous efforts and laps swipe on the athlete's name.



If the user exits the browser and then re-enters later, the times will be correct and will have not paused.