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MyGym

Description

The application allows all people who goes to the gym to set their training plan in daily bases. By specifying the exercise, machine, weight, speed, and so on.

Intended User

This application is designed for all people who goes to the gym, and have a training plan.

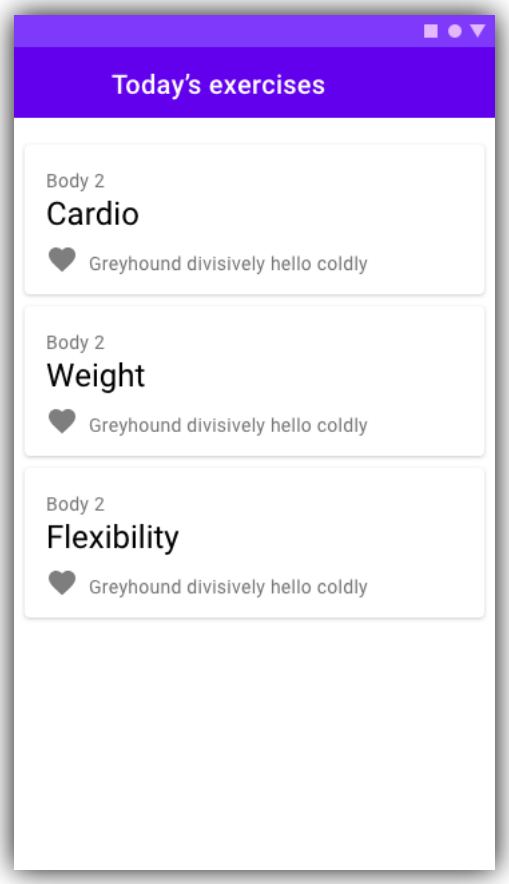
Features

- View the list of daily exercises
- Add new exercise
- Edit an exercise
- Delete an exercise
- Done/Undone an exercise

User Interface Mocks

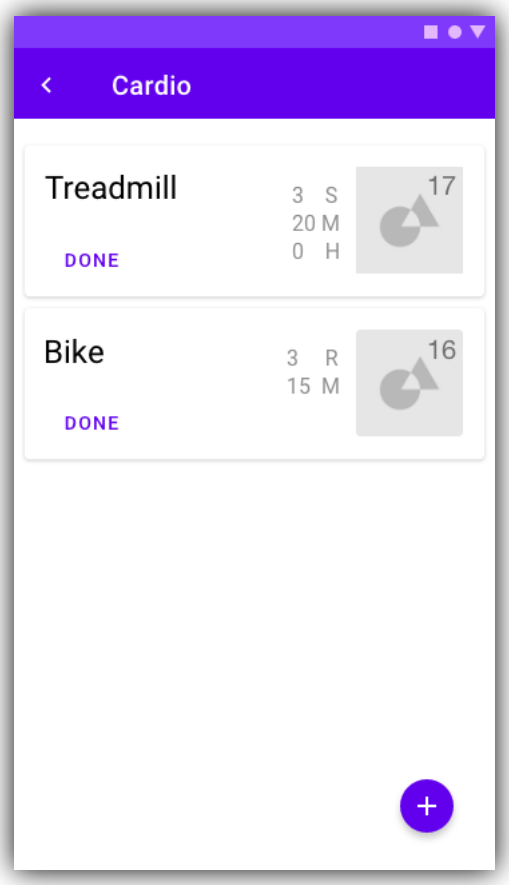
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Screen 1



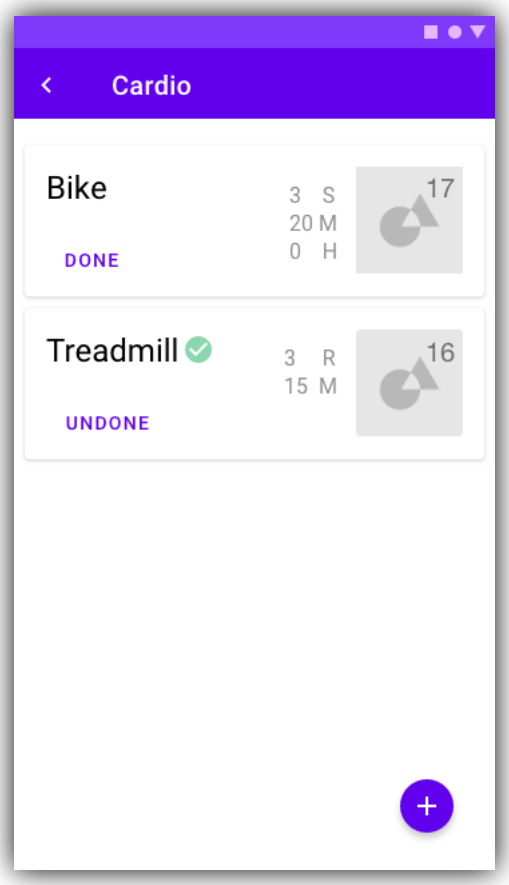
This is the main screen which contains the categories of all exercises.

Screen 2



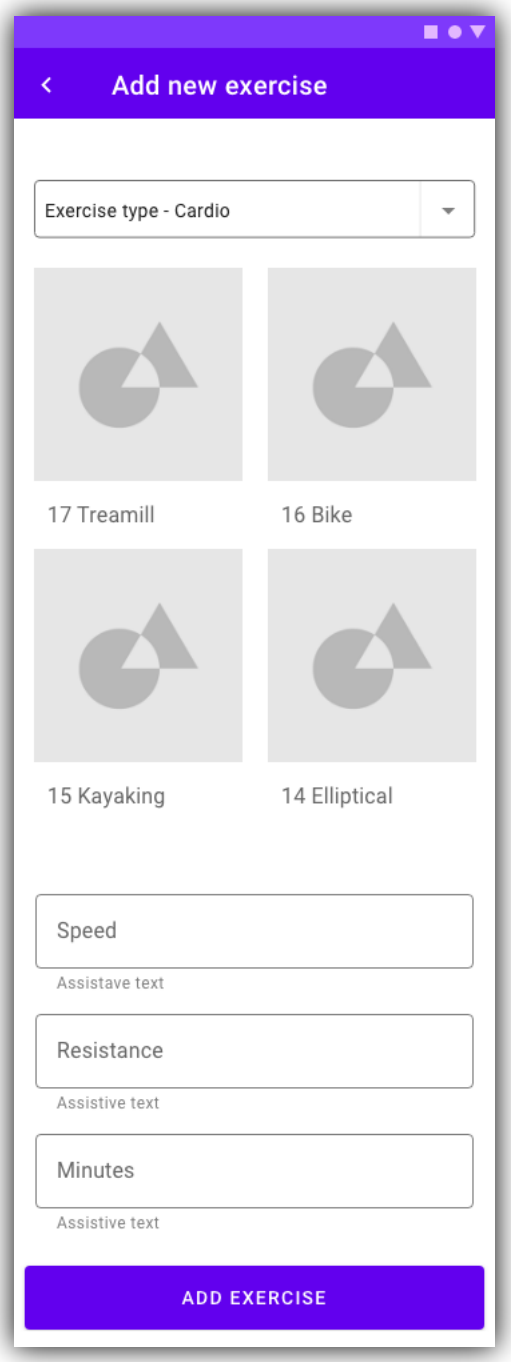
This screen appears when the user clicks on one of the exercises categories as here in the screen “Cardio”. Which will show all exercise under the selected category with the specification of speed, Hight, minutes, and resistance. As well as with the machine picture and number.

Screen 3



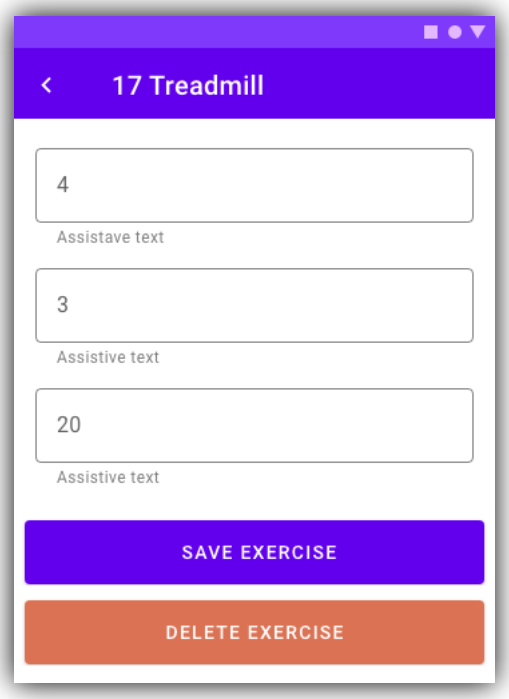
This screen shows the effect on clicking done in one of the exercises.

Screen 4



When user click on create new exercise.

Screen 5



This screen appears when the user clicks on one of the exercises to edit/delete it.

Screen 4

The widget will display the all exercises added by the user.

Key Considerations

How will your app handle data persistence?

The exercises information will be predefined in the application, and user will be able to create/edit his or her plan.
The data will be saved in room database.

Describe any edge or corner cases in the UX.

The user will be able to return to the previous screen by clicking on the back arrow. And the user will be returned to the pervious screen after adding/editing/deleting an exercise.

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

Glide for displaying the images.
Retrofit for network connection.
Butterknife for binding the xml with java.

Describe how you will implement Google Play Services or other external services.

Describe which Services you will use and how.

Next Steps: Required Tasks

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

Task 1: Project Setup

- Configure the needed libraries
- Setup the application flavors

Task 2: Implement UI for Each Activity and Fragment

Build UI screen for the following

- MainActivity
- ExercisesListActivity
- AddNewExerscieActivity
- EditExerscieActivity

- Widget
- Exercise item

Task 3: Write business logic

Build application business logic for the following:

- Display the exercises that added by the user in the exercises list.
- The DONE exercises will be displayed at the end of the list.
- Each specification will be displayed based on the selected exercise.

Task 4: Write validation

- All the text fields only accepts numerical values.
- Each exercise cannot be added multiple times.

Task 5: Define exercise data

- Create Exercise tables and insert its data.
- Create constraint tables which define the specification of each exercise as the speed ,Hight ,and so on.
