README

Implementation Contributions:
Boris Chu: 34%
       - Spotify API Login Implementation
       - Spotify Music Player Implementation
       - HealthKit Implementation
       - Health Data Charts Implementation
Chris Pulicken: 33%
       - Graphics Design
       - UI Layout and Color Scheme
       - UI Constraints
Eucharist Kun: 33%
       - UI Constraints
       - Graphics Design
       - Timer Implementation

Grading Level:
Same grade for all members.

Differences:
One difference is because we do not have a iPhone with a M7 motion processor (iPhone 5S and above) and Apple Watch, we could not test the step count and health rate functions. To test the HealthKit data extraction and health data charts, the tester has to manually enter step count and heart rate to see the data in the Health Data page along with workout health data charts. We did not use the gyroscope or pedometer because the pedometer required an iPhone 5S or newer. We did however use the accelerometer to determine the next song in a playlist by correlating acceleration with the song's energy and danceability which was provided by Spotify API.

Special Instructions:
Run RunningRhythm.xcworkspace file in Xcode to run the app. For health data if you do not have a Apple Watch connected to a physical device, you need to enter step count and heart rate manually to see health data reflected from HealthKit in the health data page after pressing Start Workout. To see the workout level change in the music player page and songs chosen based on activity, you should run the app on a physical device. Playing the music on the simulator will just play songs from least to most activity because the acceleration would be 0.