FitterBit

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team\_Name

# ABSTRACT

FitterBit is a simple web application targeted at joggers of all levels. Its goal is to let joggers track their own statistics to improve their results and to look at friend's runs. As long as the users use tracking technology that outputs .gpx files for their runs, they can use FitterBit to its full potential. When a user accesses FitterBit, they will be shown the various stats of their last run as well as look at the route they've taken. They can also look at their previous runs and see the same data for those and can also look at the runs their friends shared, to both follow how they are doing and look into new routes they may want to run.

# INTRODUCTION

Provide an introduction which provides the context for your project, the motivation behind your design, and a general overview of your approach and results.

# Project Concept

Our web application's main aim is to allow runners, who use wearable technology to track their stats, to upload their gpx files and view these in a user friendly way. Users will be able to view their most recent run on Google maps, as well as see statistics such as speed, distance, time taken, heart rate and elevation about this run. Users can also view past runs under 'Your Activities' as well as their friends runs under 'Friends Activities'. Users are also able to view their statistics over all the runs they have uploaded to see whether they are improving upon previous runs. While not currently implemented, in future iterations we would look to fully implement user profiles to accurately keep track of all uploaded files from a particular user. This would also allow us to implement privacy settings to choose whether you want to share runs as well as be able to add friends to view their runs.

## Implementation

Provide a technical overview of how the system is implemented. You may find it helpful to include diagrams providing an overview of the architecture.

## Peer Assessment

Provide a summary of the peer feedback you received and your response to the comments. For any comments that you have not incorporated into your final prototype, provide a rationale.

# Evaluation

Provide a detailed description of how you completed the evaluation of your prototype. You are expected to include a combination of quantitative and qualitative results.

## Results

The analysis of your evaluation should be presented clearly in its own section. Use subheadings if needed to organize your results.

# DIscussion

Provide a discussion of the results, including comments about future work and ways you might improve the design of your system.

# Conclusion

Provide a conclusion that summarizes your project.

# REFERENCES

You may find it helpful to include references to any material that has informed your design or your evaluation. Use citations as a way to support decisions you have made during the design and to support your approach to evaluating and analyzing your project.

1. @\_CHINOSAUR. 2014. VENUE IS TOO COLD. #BINGO #CHI2016. Tweet. (1 May, 2014). Retrieved February 2, 2014 from https://twitter.com/\_CHINOSAUR/status/461864317415989248

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