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TopFitnessTrainers

Description

Write a brief summary of what your app does. What problem does your app solve?

Not sure how to write a good description? Search 5-star apps on the Play Store for inspiration.

TopFitnessTrainers provides a way for you to search and discuss about a session with a fitness trainer.
Want to get in shape? This is the app for you.

Intended User

Who is your intended user? (For example, is this an app for dog owners? Families? Students? Travelers?)
This is an app for all persons that want to get in shape.

Features

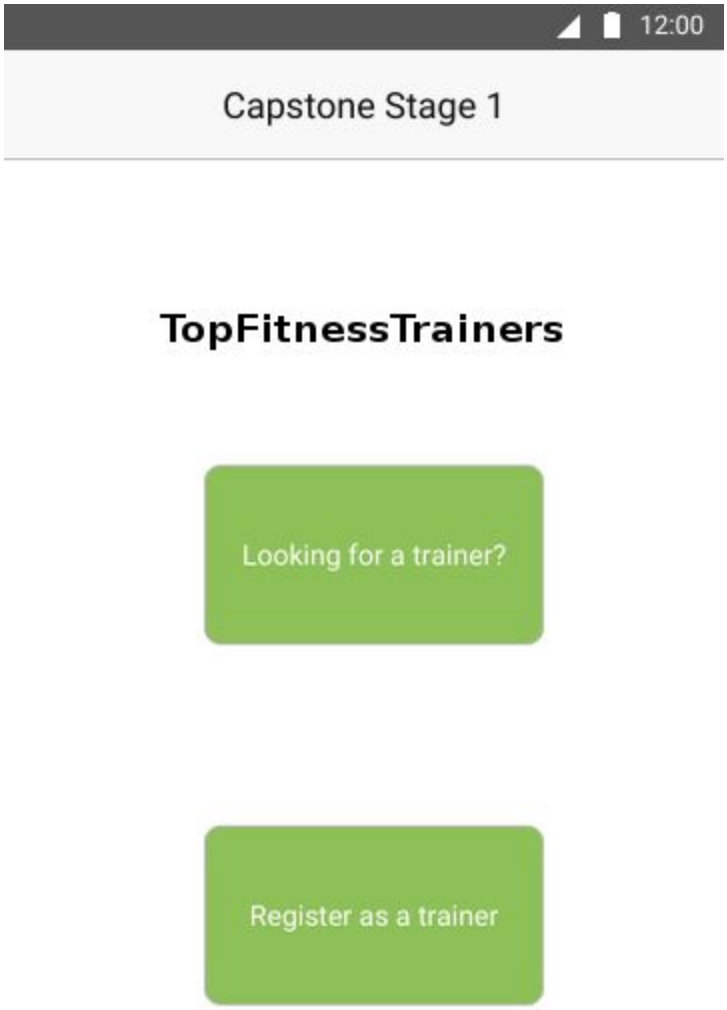
Main features of TopFitnessTrainers:

- Register as a trainer
- Send email to trainer
- See trainers on a map

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 Photoshop or Balsamiq.

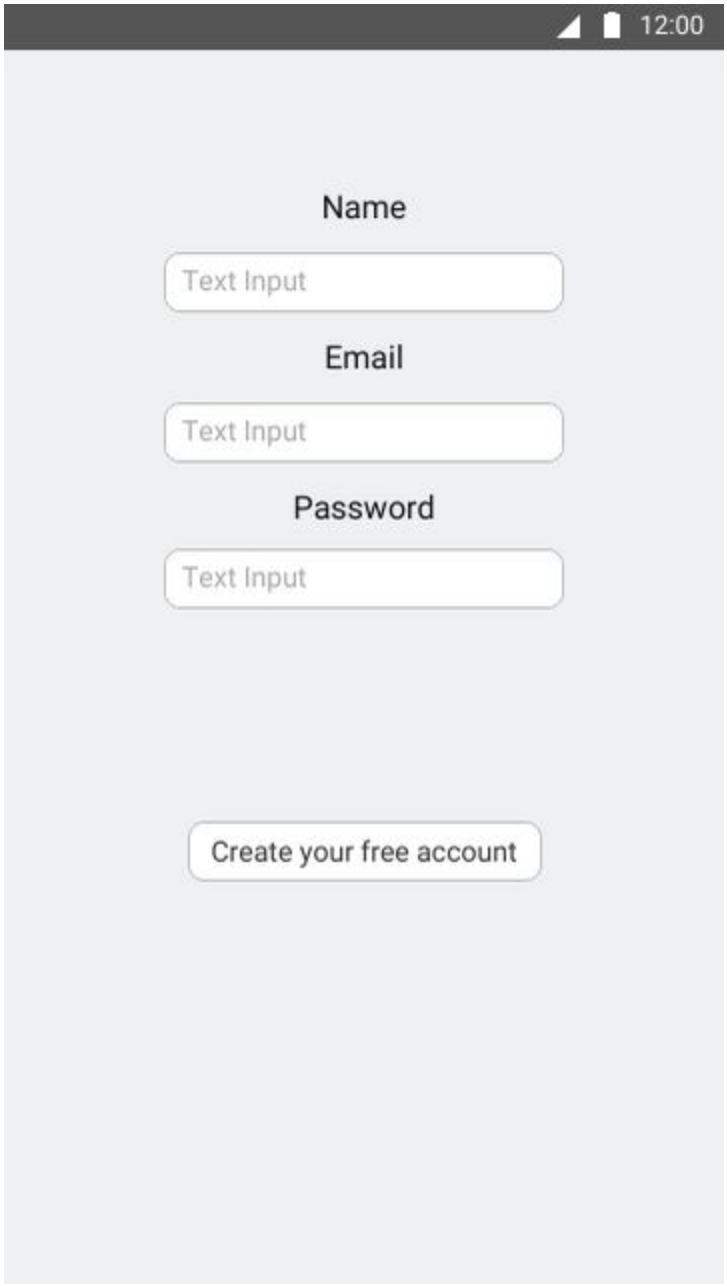
Screen 1



First screen the user sees when opening the app. The user has two options:

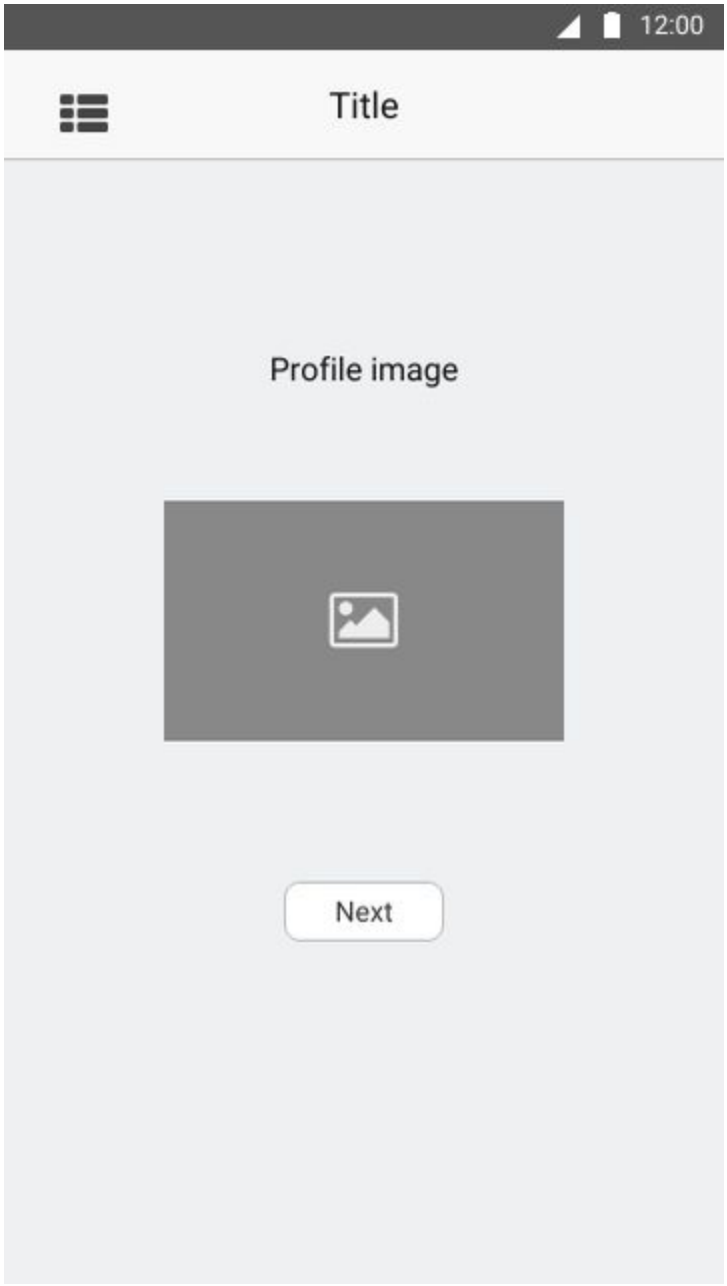
1. Search trainers on the map
2. Register as a new trainer

Screen 2



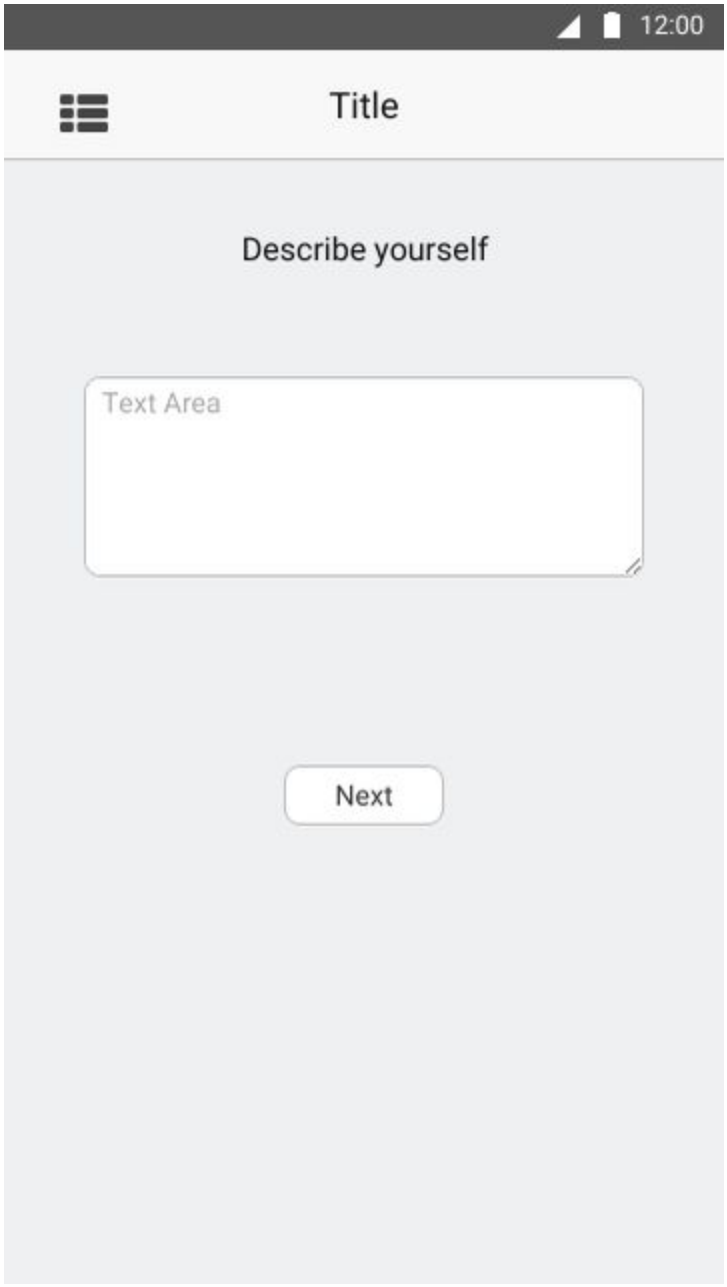
Register as a trainer form.

Screen 3



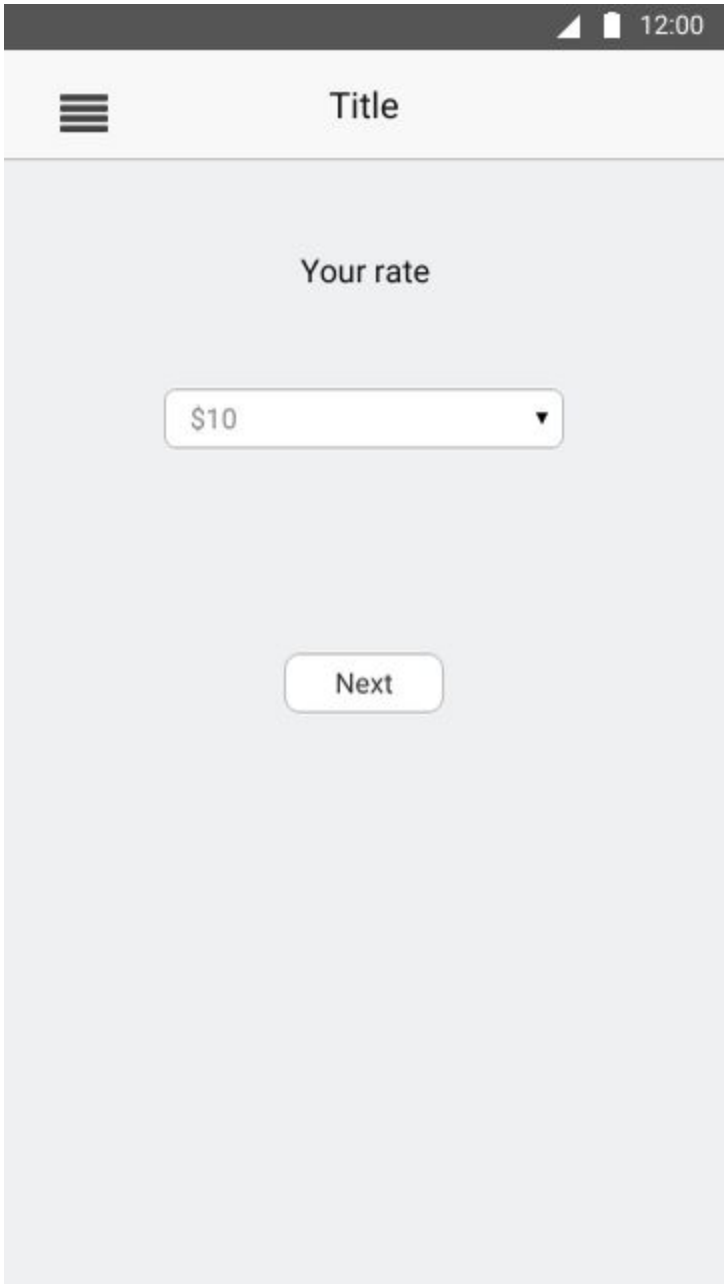
Add a profile image when you register as a trainer. Step 1 of updating your trainer profile.

Screen 4



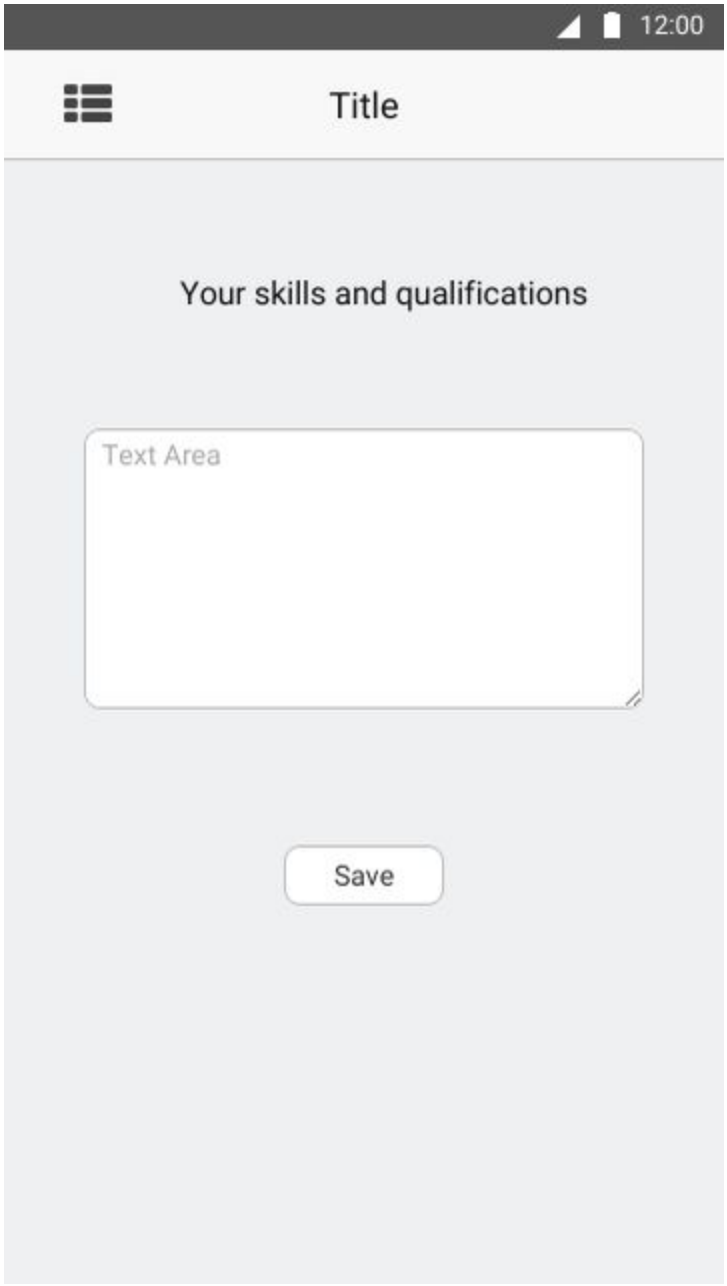
Short bio of the trainer. Step 2 of updating your trainer profile.

Screen 5



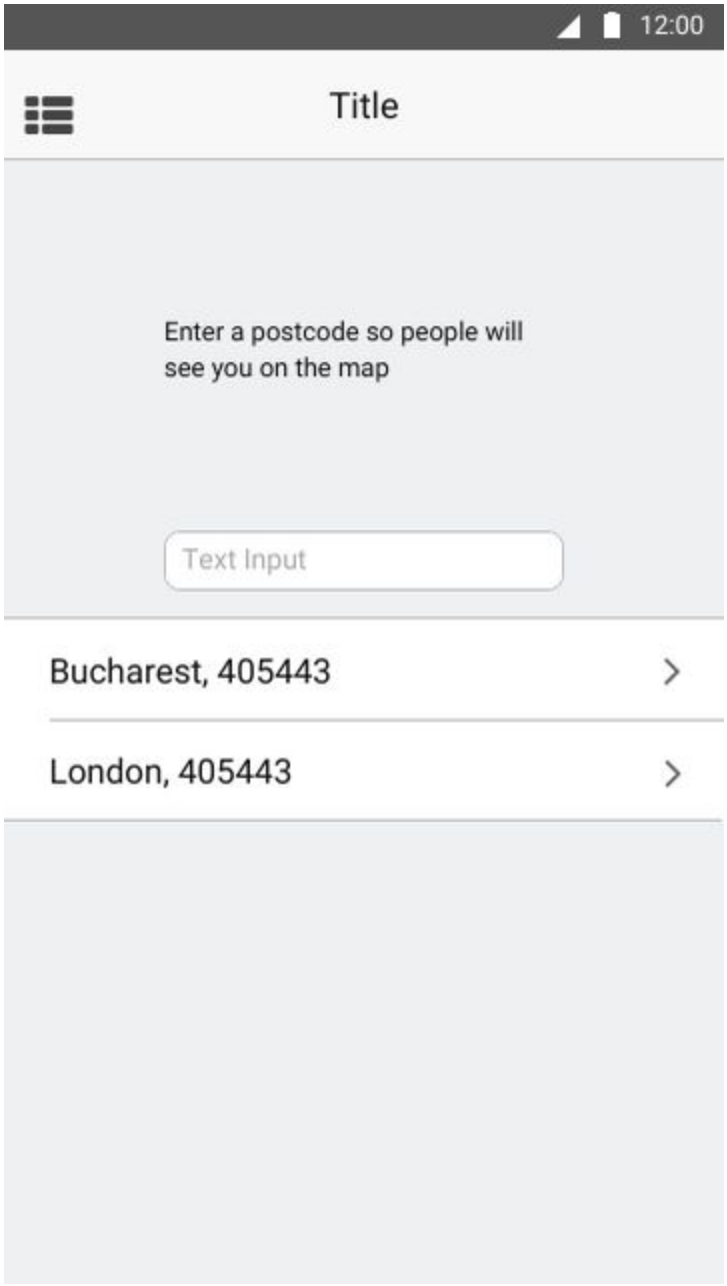
Add your session rate. Step 3 of updating your trainer profile.

Screen 6



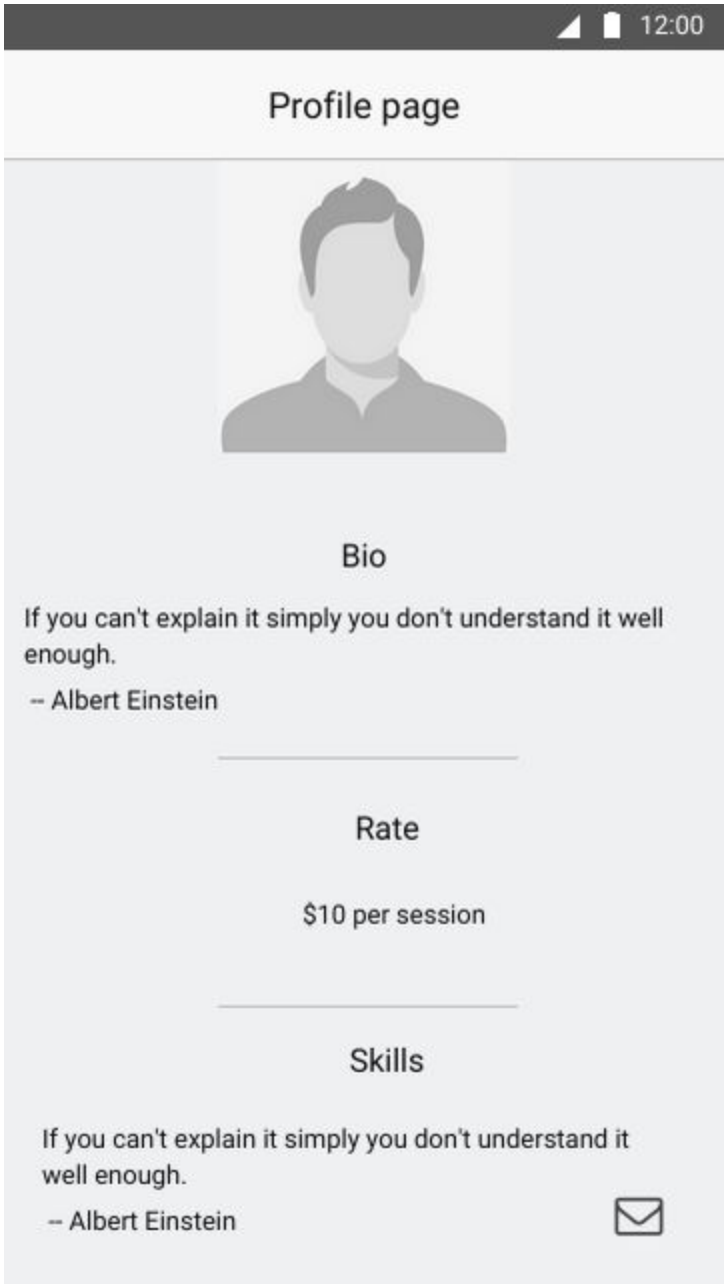
Short description of the trainer skills. Step 4 of updating your trainer profile.

Screen 7



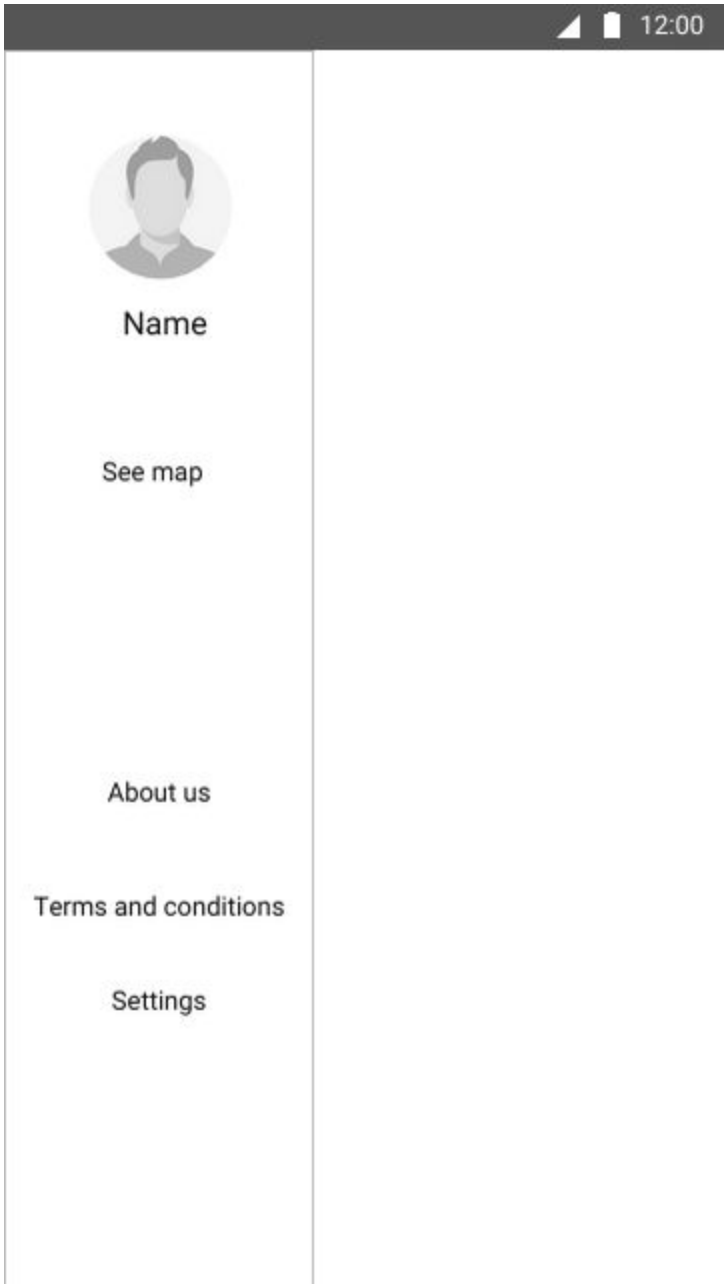
Final step of creating the trainer profile. Add your postcode. Some suggestions come up so you can choose the correct postcode. This is an important step because the trainer will show up on the map based on this postcode.

Screen 8



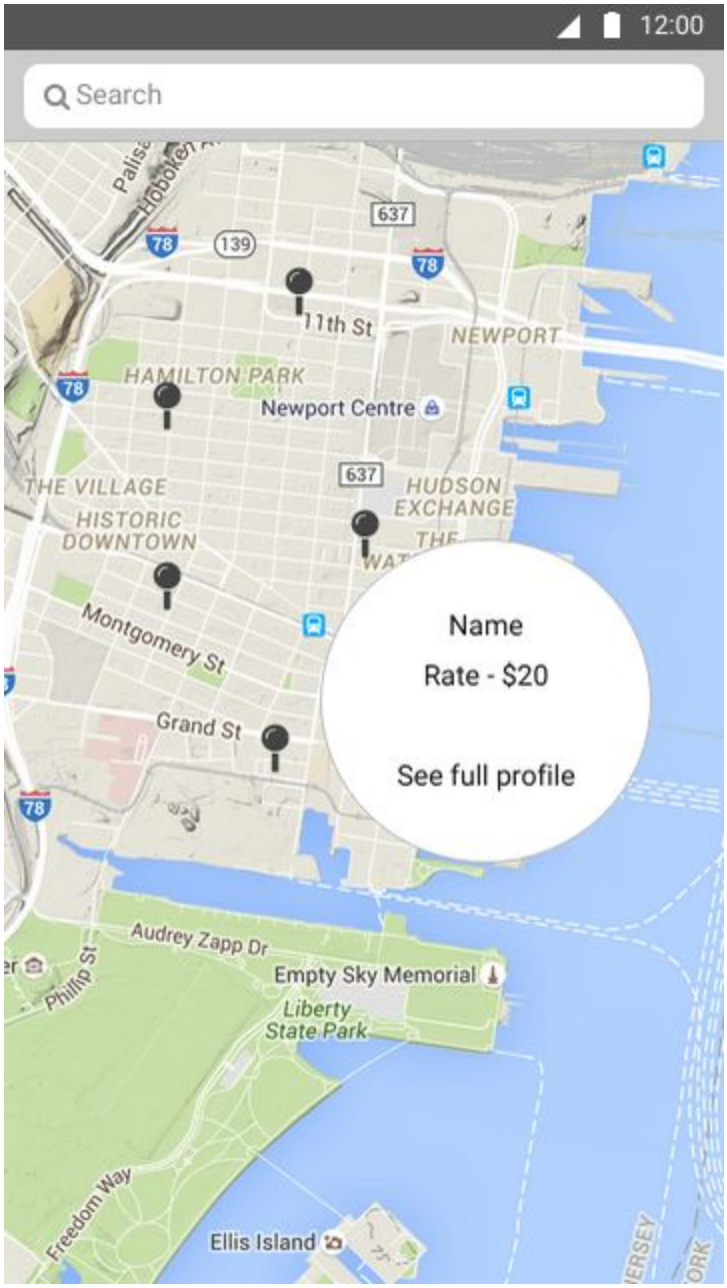
This is how a trainer profile looks.

Screen 9



This is the menu of a logged in trainer profile.

Screen 10



This is the map that users looking for a trainer see.

Key Considerations

How will your app handle data persistence?

The first time the user opens the application, information will be pulled from an API and stored in a database locally. The information will be updated when the user chooses to update (swipe down to get new information).

Describe any corner cases in the UX.

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

- Glide for loading and caching the images
- Retrofit for converting Json objects to Java objects
- Google maps for displaying the map and adding markers

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: Create the API

I will need the api in order to get the trainers and for new trainers to be able to register.
The API will be hosted on a server so anyone can access it.

Task 2: Project Setup

Create the project and configure the libraries.

Task 3: Implement UI for Each Activity and Fragment

Subtasks:

- Build UI for MainActivity
- Build UI for Registration Process

- Build UI for Search Activity (display the map and search by postcode)

Task 4: Connect to API

When the user registers, make sure the information will be sent over to the server.

Task 5: Create a Content Provider

Create CRUD.

Task 6: Google Map

Display all users on the map.