

Articulate the goals of the project. Begin by identifying the application you have chosen to work on. Then explain the overarching purpose of the app. Be sure to reference the major components you think will be necessary to include in the app in order to support the app's goals. Reference the detailed list of needs included below the app option you selected in the Scenario section. For example, each option includes the need for a screen, with a grid, that displays information. Explain how you might design this at a high level with reference to features, what it would need to include, and how that serves the users to meet the mobile app's goals.

For this project I will be selecting Option 3: Weight Tracking App. The major components it needs are:

- The database for the daily weight, usernames and passwords, and goal weight.
- Log in page.
 - Needs to interact with the login database.
- Page for all weigh-ins and their dates.
 - Interacts with the daily weight database.
 - Includes a table of some kind with date, time, and weight column. (Time because users should be able to add multiple weights each day.)
- Create a weigh-in.
 - Interacts with daily weight database.
 - Scroll for weight, lbs or kg, and different scroll for decimal
 - (Example: | 140 | | .4 | | lbs |)
- Create a goal weight.
 - Interacts with goal weight database.
 - Same scroll as create a weigh-in above.
- Notifications for reaching goal weight.
 - Some kind of sparkles or confetti on screen.

Compare the mobile app you selected to other successful apps of the same type. You should reference two mobile apps that have similar themes and goals to the one you will be developing. When completing this comparison, you can explore mobile apps you have used or ones you are less familiar with but found via online research. If you need ideas, you can look through the Android Apps on Google Play resource that is linked in this week's Resources section. Researching competitive apps that target the same audience will help you better understand ways the goals of your app can be addressed.

I chose the [Monitor Your Weight](#) app and the [WeighFit](#) app. Both are simple weight tracking apps. Both seem very similar to one another. Although they each have more features than I plan on incorporating into my own weight tracking app, they both look simple. Features that will be the same might be the login process, inputting weights, the history tab in WeighFit is exactly what I was thinking the history would look like, and if possible, I think it makes a lot of sense to include a BMI calculator as well.

Discuss potential users of the application. You will need to identify three different user types, based on their goals, and describe them. The details in the Scenario section should help you form an idea of who the app's users would likely be. Think about the following questions when crafting your response:

What needs might a user have that your app would serve?

Users need to be able to log weights and view their weight history. They would need the logging process to be quick. They also need it to be easy to read.

Why might a user decide engaging with your app is the right choice for them?

They will want to use my app because it will have a good UI/UX and the weight logging process will be very quick and easy.

Where does your app fit in a user's lifestyle?

Those that have an interest in tracking their weight will be able to use this app very easily. They will be able to use this app to see their weight change over time.

How much time might a user have available to engage with your app?

For tracking, I think they could spend less than 30 seconds a day in this app. To look at weight history, maybe a couple of minutes once a week.