

IDEA - Innovative Design for Extreme Athletes



CrossTrack - An App For Any Smartphone Driven by Android

INNOVATIVE **D**ESIGN FOR **E**XTREME **A**THLETES



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IDEA - Innovative Design for Extreme Athletes

Table of Contents

WODs

[WD1 - View Benchmark](#)

[WD2 - Search Benchmark](#)

Workout

[WO1 - Start Workout](#)

[WO2 - Finish Workout](#)

[WO3 - Pause Workout](#)

[WO4 - Resume Workout](#)

Statistics

[ST1 - Weigh In](#)

[ST2 - View Weight Graph](#)

[ST3 - View Personal Bests](#)

[ST4 - View History](#)

Handbook

[HB1 - Create Note](#)

[HB2 - View Note](#)

[HB3 - Edit Note](#)

[HB4 - Delete Note](#)

Custom Workout

[CW1 - Add Exercise](#)

[CW2 - Finish Custom Workout](#)

Variable Status Key

Priority

- | | | |
|-------------|---|--|
| 1 (Highest) | - | A core function |
| 2 (High) | - | Would be very helpful for improving core functions |
| 3 (Low) | - | Would be nice to have |

Progress Status

- | | | |
|--------------|---|---|
| Planning | - | Design Use Case is currently being planned |
| Designing | - | Design Use Case is currently being designed |
| Implementing | - | Design Use Case is currently being implemented |
| Testing | - | Design Use Case is currently being tested |
| Completed | - | Design Use Case is fully implemented and functional |

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WODs

WD1 - View Benchmark

Description: The User shall view the description for a Benchmark

Actors: User

Desired Outcome: The System shall display the description for the selected Benchmark (Name, Type, List of Exercises, Reps/Weights for the Exercises)

User Goals: The User wants to view the description for the selected Benchmark

Dependency Use Cases: None

Requirements: WOR1, CWR4

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall display the Benchmark Screen
- 2 The System shall display the description for the selected Benchmark

Trigger: The User wants to view the description of the selected Benchmark

Workflow:

- 1 The User presses the "W.O.D" button
- 2 IdeaActivity's onClick method is called
- 3 onClick calls processWODButton
- 4 processWODButton creates and displays an AlertDialog with three buttons (Benchmark, customize, Cancel)
- 5 The User presses the "Benchmark" button
- 6 The AlertDialog's PositiveButtons' onClick method is called
- 7 onClick starts the next activity (WODsbenchmark)
- 8 WODsbenchmark's onCreate method is called
- 9 onCreate gets all the benchmark names from the database, and displays them in a list
- 10 The User selects a Benchmark from the List of Benchmarks
- 11 WODsbenchmark's onItemClick is called
- 12 onItemClick calls getWorkout to get the benchmark from the database
- 13 onItemClick prepares the description and displays it to the User

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WD2 - Search Benchmark

Description: The User shall search for a Benchmark

Actors: User

Desired Outcome: The System shall display the Benchmark that matches the search in the list

User Goals: The User wants to search for a Benchmark

Dependency Use Cases: None

Requirements: WOR2

Details:

- Priority: 2

- Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall display the Benchmark that matches the search in the list

Trigger: The User wants to search for a Benchmark

Workflow:

- 1 The User performs steps 1 and 5 of WD1 - View Benchmark
- 2 WODsbenchmark's onCreate method is called
- 3 onCreate gets all the benchmark names from the database, and displays them in a list
- 4 The User types the name of a Benchmark
- 5 The listView updates itself to display only items matching the search

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Workout

WO1 - Start Workout

Description: The User shall start their workout

Actors: User

Desired Outcome: The System shall start the Stopwatch/Timer

User Goals: The User wants to start their workout

Dependency Use Cases: WD1 - View Benchmark

Requirements: WOR3, WOR7, WOR8

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall start the Stopwatch/Timer

Trigger: The User wants to start their workout

Workflow:

- 1 The User shall perform steps 1, 5, and 10 of WD1 - View Benchmark
- 2 The User shall press the "Start!" button
- 3 WODsbenchmark's onClick method is called
- 4 onClick determines that the Benchmark is Timed
- 5 onClick starts the next activity (WOD)
- 6 WOD's onCreate method is called
- 7 The User shall press the "Start" button
- 8 WOD's onClick method is called
- 9 onClick starts the chronometer

Alternate Path:

- 1 The User performs steps 1, 5, and 10 of WD1 - View Benchmark
- 2 The User presses the "Start!" button
- 3 WODsbenchmark's onClick method is called
- 4 onClick determines that the Benchmark is AMRAP
- 5 onClick starts the next activity (WOD_AMRAP)
- 6 WOD_AMRAP's onCreate method is called
- 7 The User presses the "Start" button
- 8 WOD_AMRAP's onClick method is called
- 9 onClick starts the malibuCountDownTimer

Alternate Path 2:

- 1 The User performs steps 1 and 5 of WD1 - View Benchmark
- 2 The User forgets to select a Benchmark from the list of Benchmarks
- 3 The User presses the "Start!" button
- 4 WODsbenchmark's onClick method is called
- 5 onClick detects that a benchmark was not selected
- 6 onClick creates and shows a Toast, reminding the User to select a Benchmark

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WO2 - Finish Workout

Description: The User shall finish their workout

Actors: User

Desired Outcome: The System shall stop the Stopwatch/Timer, record the information from the workout, and display the Main Menu Screen

User Goals: The User wants to finish their workout

Dependency Use Cases: WO1 - Start Workout

Requirements: WOR4, WOR9

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 The User shall be doing their workout

Post Conditions:

- 1 The System shall stop the Stopwatch/Timer
- 2 The System shall record the information from the workout
- 3 The System shall display the Main Menu Screen

Trigger: The User wants to finish their workout

Workflow:

- 1 The User performs steps 1, 2, and 7 of WO1 - Start Workout
- 2 The User presses the "Done" button
- 3 WOD's onClick method is called
- 4 onClick stops the chronometer
- 5 onClick determines that the workout was started
- 6 onClick creates a Calendar to get and format the date
- 7 onClick calls DataForm's recordTimedWorkout method
- 8 The data is passed through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 9 onClick starts the next activity (IdeaActivity)
- 10 IdeaActivity's onCreate method is called

Alternate Path:

- 1 The User performs steps 1, 2, and 7 of WO1 - Start Workout
- 2 The Timer reaches zero
- 3 The User presses the "Done" button
- 4 WOD_AMRAP's onClick method is called
- 5 onClick determines that the workout was started and finished
- 6 onClick creates and displays an AlertDialog with buttons (Ok, Cancel)
- 7 The AlertDialog displays a message, prompting the User to enter the number of rounds completed
- 8 The User enters the number of rounds
- 9 The User presses the "Ok" button
- 10 The AlertDialog's PositiveButton's onClick method is called
- 11 onClick calls DataForm's recordAMRAPWorkout method
- 12 The data is passed through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 13 onClick starts the next activity (IdeaActivity)
- 14 IdeaActivity's onCreate method is called

Alternate Path 2:

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- 1 The User performs steps 1, 2, and 7 of WO1 - Start Workout
- 2 The Timer reaches zero
- 3 The User presses the "Done" button
- 4 WOD_AMRAP's onClick method is called
- 5 onClick determines that the workout was started and finished
- 6 onClick creates and displays an AlertDialog with buttons (Ok, Cancel)
- 7 The AlertDialog displays a message, prompting the User to enter the number of rounds completed
- 8 The User forgets to enter the number of rounds
- 9 The User presses the "Ok" button
- 10 The AlertDialog's PositiveButton's onClick method is called
- 11 onClick detects that there was no User input
- 12 onClick creates and displays a Toast, reminding the User to enter the number of rounds completed

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WO3 - Pause Workout

Description: The User shall pause their workout

Actors: User

Desired Outcome: The System shall stop the Stopwatch/Timer

User Goals: The User wants to pause their workout

Dependency Use Cases: WO1 - Start Workout

Requirements: WOR5

Details:

- Priority: 1

- Progress: Completed

Preconditions:

- 1 The User shall be doing their workout

Post Conditions:

- 1 The System shall stop the Stopwatch/Timer

Trigger: The User wants to pause their workout

Workflow:

- 1 The User performs steps 1, 2, and 7 of WO1 - Start Workout
- 2 The User presses the "Pause" button
- 3 WOD's onClick method is called
- 4 onClick stops the chronometer

Alternate Path:

- 1 The User performs steps 1, 2, and 7 of WO1 - Start Workout
- 2 The User presses the "Pause" button
- 3 WOD_AMRAP's onClick method is called
- 4 onClick stops the malibuCountDownTimer

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WO4 - Resume Workout

Description: The User shall resume their workout

Actors: User

Desired Outcome: The System shall start the Stopwatch/Timer

User Goals: The User wants to resume their workout

Dependency Use Cases: WO3 - Pause Workout

Requirements: WOR6

Details:

- Priority: 1

- Progress: Completed

Preconditions:

- 1 The Timer/Stopwatch is stopped

Post Conditions:

- 1 The System shall start the Stopwatch/Timer

Trigger: The User wants to resume their workout

Workflow:

- 1 The User performs steps 1 and 2 of WO3 - Pause Workout
- 2 The User presses the "Resume" button
- 3 WOD's onClick method is called
- 4 onClick starts the chronometer

Alternate Path:

- 1 The User performs steps 1 and 2 of WO3 - Pause Workout
- 2 The User presses the "Resume" button
- 3 WOD_AMRAP's onClick method is called
- 4 onClick starts the malibuCountDownTimer

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Statistics

ST1 - Weigh In

Description: The User shall record their Weight

Actors: User

Desired Outcome: The System shall record the User's Weight

User Goals: The User wants to record their Weight

Dependency Use Cases: None

Requirements: STR1

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall display the Statistics Screen
- 2 The System shall record the User's Weight

Trigger: The User wants to record their Weight for that date

Workflow:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User selects the "Weigh In" button
- 6 statistics' onClick method is called
- 7 onClick creates and displays an AlertDialog with buttons (Ok, Cancel) and a Text Field for the Weight
- 8 The AlertDialog displays a message, prompting the User to enter their Weight
- 9 The User enters their Weight
- 10 The User presses the "Ok" button
- 11 The AlertDialog's PositiveButton's onClick method is called
- 12 onClick calls DataForm's recordWeight method
- 13 The data is passed through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 14 onClick closes the AlertDialog

Alternate Path:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User selects the "Weigh In" button
- 6 statistics' onClick method is called
- 7 onClick creates and displays an AlertDialog with buttons (Ok, Cancel) and a Text Field for the Weight
- 8 The AlertDialog displays a message, prompting the User to enter their Weight
- 9 The User forgets to enter their Weight
- 10 The User presses the "Ok" button
- 15 The AlertDialog's PositiveButton's onClick method is called
- 11 onClick detects that the User did not enter a weight

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12 onClick creates and displays a Toast, reminding the User to enter their Weight

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ST2 - View Weight Graph

Description: The User shall view a Graph of their Weight

Actors: User

Desired Outcome: The System shall display a Graph of the User's Weight

User Goals: The User wants to view a Graph of their Weight

Dependency Use Cases: ST1 - Weigh In

Requirements: STR2

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 The User shall have entered their Weight at least once

Post Conditions:

- 1 The System shall display the Graph Screen
- 2 The System shall display a Graph of the User's Weight

Trigger: The User wants to view a Graph of their Weight

Workflow:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User presses the "Weight" button
- 6 statistic's onClick method is called
- 7 onClick starts the next activity (statistics_weightchart)
- 8 statistics_weightchart's onCreate method is called
- 9 onCreate has GraphView display the graph

Alternate Path:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User presses the "Weight" button
- 6 statistic's onClick method is called
- 7 onClick detects that less than two weights are entered
- 8 onClick creates and displays a Toast, reminding the User to enter more weights

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ST3 - View Personal Bests

Description: The User shall view their Personal Bests (Best time for each completed Timed Benchmark and Best rounds for each completed AMRAP Benchmark)

Actors: User

Desired Outcome: The System shall display the User's Personal Bests

User Goals: The User wants to view their Personal Bests

Dependency Use Cases: WO2 - Finish Workout

Requirements: STR3

Details:

- Priority: 1

- Progress: Completed

Preconditions:

- 1 The User shall have completed at least one workout

Post Conditions:

- 1 The System shall display the Personal Bests Screen
- 2 The System shall display the User's Personal Bests

Trigger: The User wants to view their Personal Bests

Workflow:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User presses the "Personal Best" button
- 6 statistics' onClick method is called
- 7 onClick starts the next activity (personalBest)
- 8 personalBest's onCreate method is called
- 9 onCreate determines the User's Personal Bests and displays them

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ST4 - View History

Description: The User shall view their workout History

Actors: User

Desired Outcome: The System shall display the User's workout History

User Goals: The User wants to view their workout History

Dependency Use Cases: WO2 - Finish Workout

Requirements: STR4

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 The User shall have completed at least one workout

Post Conditions:

- 1 The System shall display the History Screen
- 2 The System shall display a Calendar
- 3 The System shall display a List of Workouts for the selected date

Trigger: The User wants to view their workout History

Workflow:

- 1 The User presses the "Statistics" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (statistics)
- 4 statistics' onCreate method is called
- 5 The User presses the "History" button
- 6 statistics' onClick method was called
- 7 onClick starts the next activity (CalendarActivity)
- 8 CalendarActivity's onCreate method is called
- 9 onCreate creates and displays a Calendar
- 10 The User selects a date on the Calendar
- 11 GridCellAdapter's onClick method is called
- 12 onClick calls DataManager's getHistory to get the User's workout history
- 13 onClick displays the User's workouts for that date in a list

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Handbook

HB1 - Create Note

Description: The User shall create a Note

Actors: User

Desired Outcome: The System shall record the User's Note and display the Handbook Screen

User Goals: The User wants to create a Note

Dependency Use Cases: None

Requirements: HBR1

Details:

-Priority: 3

-Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall record the User's Note
- 2 The System shall display the Handbook Screen

Trigger: The User wants to create a Note

Workflow:

- 1 The User presses the "Handbook" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (handbook)
- 4 handbook's onCreate method is called
- 5 onCreate displays a list of notes
- 6 The User presses the "Create" button
- 7 handbook's onClick method is called
- 8 onClick starts the next activity (handbook_evd)
- 9 handbook_evd's onCreate method is called
- 10 The User enters a Title and Text for the Note
- 11 The User presses the "Save" button
- 12 handbook_evd's onClick method is called
- 13 onClick creates and displays an AlertDialog with buttons (Yes, No)
- 14 The AlertDialog displays a message, prompting the User to confirm saving the Note
- 15 The User presses the "Yes" button
- 16 The AlertDialog's PositiveButton's onClick method is called
- 17 onClick processes the Note
- 18 onClick calls DataForm's recordNote method
- 19 The data goes through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 20 onClick creates and displays a Toast, saying that the Note was successfully saved
- 21 onClick starts the next activity (handbook)
- 22 handbook's onCreate method is called

Alternate Path:

- 1 The User presses the "Handbook" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (handbook)
- 4 handbook's onCreate method is called
- 5 onCreate displays a list of notes
- 6 The User presses the "Create" button

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- 7 handbook's onClick method is called
- 8 onClick starts the next activity (handbook_evd)
- 9 handbook_evd's onCreate method is called
- 10 The User forgets to enter a Title and Text for the Note
- 11 The User presses the "Save" button
- 12 handbook_evd's onClick method is called
- 13 onClick detects that the Title or Text is not entered for the Note
- 14 onClick creates and displays a Toast, reminding the User to enter a Title or Text for the Note

Alternate Path 2:

- 1 The User presses the "Handbook" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (handbook)
- 4 handbook's onCreate method is called
- 5 onCreate displays a list of notes
- 6 The User presses the "Create" button
- 7 handbook's onClick method is called
- 8 onClick starts the next activity (handbook_evd)
- 9 handbook_evd's onCreate method is called
- 10 The User enters a Title and Text for the Note
- 11 The User presses the "Save" button
- 12 handbook_evd's onClick method is called
- 13 onClick detects that the Title for this Note matches the Title for another Note
- 14 onClick creates and displays an AlertDialog with buttons (Yes, No)
- 15 The AlertDialog displays a message, prompting the User to confirm overwriting the other Note
- 16 The User presses the "Yes" button
- 17 The AlertDialog's PositiveButton's onClick method is called
- 18 onClick processes the Note
- 19 onClick calls DataForm's updateNote method
- 20 The data goes through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 21 onClick creates and displays a Toast, saying that the Note was successfully saved
- 22 onClick starts the next activity (handbook)
- 23 handbook's onCreate method is called

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HB2 - View Note

Description: The User shall view a Note

Actors: User

Desired Outcome: The System shall display the Note Screen with the selected Note's information

User Goals: The User wants view the selected Note

Dependency Use Cases: HB1 - Create Note

Requirements: HBR2

Details:

-Priority: 3

-Progress: Completed

Preconditions:

- 1 The User shall have created at least one Note

Post Conditions:

- 1 The System shall display the Note Screen
- 2 The System shall display the Title of the selected Note
- 3 The System shall display the Text for the selected Note

Trigger: The User wants to view the selected Note

Workflow:

- 1 The User presses the "Handbook" button
- 2 IdeaActivity's onClick method is called
- 3 onClick starts the next activity (handbook)
- 4 handbook's onCreate method is called
- 5 onCreate displays a list of notes
- 6 The User selects a Note from the List of Notes
- 7 handbook's onItemClick method is called
- 8 onItemClick prepares data to send to the next screen
- 9 onItemClick starts the next activity (handbook_evd)
- 10 handbook_evd's onCreate method is called
- 11 onCreate calls DataManager's getNote method to get the Note from the database
- 12 onCreate displays the Title and Text of the selected Note

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HB3 - Edit Note

Description: The User shall edit a Note

Actors: User

Desired Outcome: The System shall update the selected Note

User Goals: The User wants edit a Note

Dependency Use Cases: HB1 - Create Note

Requirements: HBR3

Details:

-Priority: 3

-Progress: Completed

Preconditions:

- 1 The User shall have created at least one Note

Post Conditions:

- 1 The System shall update the selected Note
- 2 The System shall display the Handbook Screen

Trigger: The User wants to edit the selected Note

Workflow:

- 1 The User performs steps 1 and 6 of HB2 - View Note
- 2 The User edits the selected Note
- 3 The User presses the "Save" button
- 4 handbook_evd's onClick method is called
- 5 onClick creates and displays an AlertDialog with buttons (Yes, No)
- 6 The AlertDialog displays a message, prompting the User to confirm overwriting this Note
- 7 The User presses the "Yes" button
- 8 The AlertDialog's PositiveButton's onClick method is called
- 9 onClick processes the Note
- 10 onClick calls DataForm's updateNote method
- 11 The data goes through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 12 onClick creates and displays a Toast, saying that the Note was successfully saved
- 13 onClick starts the next activity (handbook)
- 14 handbook's onCreate method is called

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HB4 - Delete Note

Description: The User shall delete the Note

Actors: User

Desired Outcome: The System shall delete the selected Note

User Goals: The User wants to delete the Note

Dependency Use Cases: HB1 - Create Note

Requirements: HBR4

Details:

-Priority: 3

-Progress: Completed

Preconditions:

- 1 The User shall have created at least one Note

Post Conditions:

- 1 The System shall delete the selected Note
- 2 The System shall display the Handbook Screen

Trigger: The User wants to delete the Note

Workflow:

- 1 The User shall perform steps 1 and 6 of HB2 - View Note
- 2 The User shall press the "Delete" button
- 3 handbook_evd's onClick method is called
- 4 onClick creates and displays an AlertDialog with buttons (Yes, No)
- 5 The AlertDialog displays a message, prompting the User to confirm deleting this Note
- 6 The User presses the "Yes" button
- 7 The AlertDialog's PositiveButton's onClick method is called
- 8 onClick calls DataManager's deleteNote method
- 9 DataManager's deleteNode method calls DataDAO's deleteNote method to delete the Note from the database
- 10 onClick creates and displays a Toast, saying that the Note was successfully deleted
- 11 onClick starts the next activity (handbook)
- 12 handbook's onCreate method is called

Alternate Path:

- 1 The User shall perform steps 1 and 6 of HB1 - Create Note
- 2 The User shall press the "Delete" button
- 3 handbook_evd's onClick method is called
- 4 onClick detects that the Note has not been saved yet
- 5 onClick creates and displays a Toast, reminding the User that the Note hasn't been saved yet, and that the User should either save the Note or go back

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Custom Workout

CW1 - Add Exercise

Description: The User shall add an Exercise to the Custom Workout

Actors: User

Desired Outcome: The System shall update the Custom Workout and display the Custom Workout Screen

User Goals: The User wants to add the selected Exercise to the Custom Workout

Dependency Use Cases: None

Requirements: CWR1

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 None

Post Conditions:

- 1 The System shall display the Custom Workout Screen
- 2 The System shall update the Custom Workout

Trigger: The User wants to add the selected Exercise to the Custom Workout

Workflow:

- 1 The User presses the "W.O.D" button
- 2 IdeaActivity's onClick method is called
- 3 onClick calls processWODButton
- 4 processWODButton creates and displays an AlertDialog with three buttons (Benchmark, customize, Cancel)
- 5 The User presses the "Customize" button
- 6 The AlertDialog's NeutralButton's onClick method is called
- 7 onClick starts the next activity (customWOD)
- 8 customWOD's onCreate method is called
- 9 onCreate calls DataManager's getAllExerciseNames to get the names of all the exercises
- 10 onCreate displays a List of Exercises
- 11 The User selects an Exercise from the List of Exercises
- 12 customWOD's onItemClick method is called
- 13 onItemClick prepares data to send to the next screen
- 14 onItemClick starts the next activity (exercise_customize)
- 15 exercise_customize's onCreate method is called
- 16 The User shall enter the number of reps, the weight, and unit for the selected Exercise
- 17 The User shall press the "Done" button
- 18 exercise_customize's onClick method is called
- 19 onClick prepares data to send to the next screen
- 20 onClick starts the next activity (customWOD)
- 21 customWOD's onCreate method is called

Alternate Path:

- 1 The User presses the "W.O.D" button
- 2 IdeaActivity's onClick method is called
- 3 onClick calls processWODButton
- 4 processWODButton creates and displays an AlertDialog with three buttons (Benchmark, customize, Cancel)
- 5 The User presses the "Customize" button

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- 6 The AlertDialog's NeutralButton's onClick method is called
- 7 onClick starts the next activity (customWOD)
- 8 customWOD's onCreate method is called
- 9 onCreate calls DataManager's getAllExerciseNames to get the names of all the exercises
- 10 onCreate displays a List of Exercises
- 11 The User selects an Exercise from the List of Exercises
- 12 customWOD's onItemClick method is called
- 13 onItemClick prepares data to send to the next screen
- 14 onItemClick starts the next activity (exercise_customize)
- 15 exercise_customize's onCreate method is called
- 16 The User forgets to enter either the rep OR unit and weight for the selected Exercise
- 17 The User presses the "Done" button
- 18 exercise_customize's onClick method is called
- 19 onClick detects that either the rep OR unit and weight is not entered
- 20 onClick creates and displays a Toast, reminding the User to enter the rep or unit and weight

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CW2 - Finish Custom Workout

Description: The User shall finish creating their Custom Workout

Actors: User

Desired Outcome: The System shall record the Custom Workout and display the Workout Screen

User Goals: The User wants to finish creating their Custom Workout

Dependency Use Cases: CW1 - Add Exercise

Requirements: CWR1, CWR2, CWR3

Details:

-Priority: 1

-Progress: Completed

Preconditions:

- 1 The User shall have added at least one Exercise to the Custom Workout

Post Conditions:

- 1 The System shall record the Custom Workout
- 2 The System shall display the Workout Screen

Trigger: The User wants to finish creating their Custom Workout

Workflow:

- 1 The User performs all steps of CW1 - Add Exercise
- 2 The User presses the "Done" button
- 3 customWOD's onClick method is called
- 4 onClick calls processDoneButton
- 5 processDoneButton creates and displays an AlertDialog with additional buttons (AMRAP, Timed, Cancel) and a Text Field for the Custom Workout's Name
- 6 The AlertDialog displays a message, prompting the User to name their Custom Workout
- 7 The User enters a name for their Custom Workout
- 8 The User presses the "Timed" button
- 9 The AlertDialog's NeutralButton's onClick method is called
- 10 onClick processes the data
- 11 onClick calls DataForm's recordWOD and recordBenchmark methods
- 12 The data goes through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 13 onClick starts the next activity (WOD)
- 14 WOD's onCreate method is called

Alternate Path:

- 1 The User performs all steps of CW1 - Add Exercise
- 2 The User presses the "Done" button
- 3 customWOD's onClick method is called
- 4 onClick calls processDoneButton
- 5 processDoneButton creates and displays an AlertDialog with additional buttons (AMRAP, Timed, Cancel) and a Text Field for the Custom Workout's Name
- 6 The AlertDialog displays a message, prompting the User to name their Custom Workout
- 7 The User enters a name for their Custom Workout
- 8 The User shall press the "AMRAP" button
- 9 The AlertDialog's PositiveButton's onClick method is called
- 10 onClick calls processAMRAPButton
- 11 processAMRAPButton creates and displays an AlertDialog with additional buttons (Ok, Cancel) and a Text Field for the Time
- 12 The AlertDialog displays a message, prompting the User to enter a Time

IDEA - Innovative Design for Extreme Athletes

- 13 The User enters a Time
- 14 The User shall press the “Ok” button
- 15 The AlertDialog’s PositiveButton’s onClick is called
- 16 onClick processes the data
- 17 onClick calls DataForm’s recordWOD and recordBenchmark methods
- 18 The data goes through DataForm, DataAction, DataDispatch, DataManager, and DataDAO to be recorded in the database
- 19 onClick starts the next activity (WOD_AMRAP)
- 20 WOD_AMRAP’s onCreate method is called

Alternate Path 2:

- 1 The User forgets to perform all steps of CW1 - Add Exercise
- 2 The User presses the “Done” button
- 3 customWOD’s onClick method is called
- 4 onClick detects that an Exercise has not been added yet
- 5 onClick creates and displays a Toast, prompting the User to add an exercise first

Alternate Path 3:

- 1 The User performs all steps of CW1 - Add Exercise
- 2 The User presses the “Done” button
- 3 customWOD’s onClick method is called
- 4 onClick calls processDoneButton
- 5 processDoneButton creates and displays an AlertDialog with additional buttons (AMRAP, Timed, Cancel) and a Text Field for the Custom Workout’s Name
- 6 The AlertDialog displays a message, prompting the User to name their Custom Workout
- 7 The User forgets to enter a name for their Custom Workout
- 8 The User presses the “Timed” or “AMRAP” button
- 9 The AlertDialog’s PositiveButton’s onClick method or NeutralButton’s onClick method will detect that the User did not enter a name
- 10 onClick creates and displays a Toast, reminding the User to enter a name

Alternate Path 4:

- 1 The User performs all steps of CW1 - Add Exercise
- 2 The User presses the “Done” button
- 3 customWOD’s onClick method is called
- 4 onClick calls processDoneButton
- 5 processDoneButton creates and displays an AlertDialog with additional buttons (AMRAP, Timed, Cancel) and a Text Field for the Custom Workout’s Name
- 6 The AlertDialog displays a message, prompting the User to name their Custom Workout
- 7 The User enters a name for their Custom Workout
- 8 The User shall press the “AMRAP” button
- 9 The AlertDialog’s PositiveButton’s onClick method is called
- 10 onClick calls processAMRAPButton
- 11 processAMRAPButton creates and displays an AlertDialog with additional buttons (Ok, Cancel) and a Text Field for the Time
- 12 The AlertDialog displays a message, prompting the User to enter a Time
- 13 The User forgets to enter a Time
- 14 The User presses the “Ok” button
- 15 The AlertDialog’s PositiveButton’s onClick is called
- 16 onClick detects that a Time was not entered
- 17 onClick creates and displays a Toast, reminding the User to enter a Time