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Runny

Description

Running is one of the healthiest activities known to humans these days. There are tons of articles on the internet stating the benefits of this sport, ranging from the obvious physical ones like strong legs and lungs to the more hidden ones like higher confidence and mental health.

The problem is that many people struggle to find the motivation to actually start exercising, especially because it can literally be a pain the first few times.

What this app will try to do is to ease the user into the process of running, using features like performance tracking and human biases like social pressure to motivate them to “Just do it”.

Intended User

The intended user would be teenager/young adult (15-35 years) who cares about health and is ready to do some effort in that direction but doesn't find the motivation to start just now.

Features

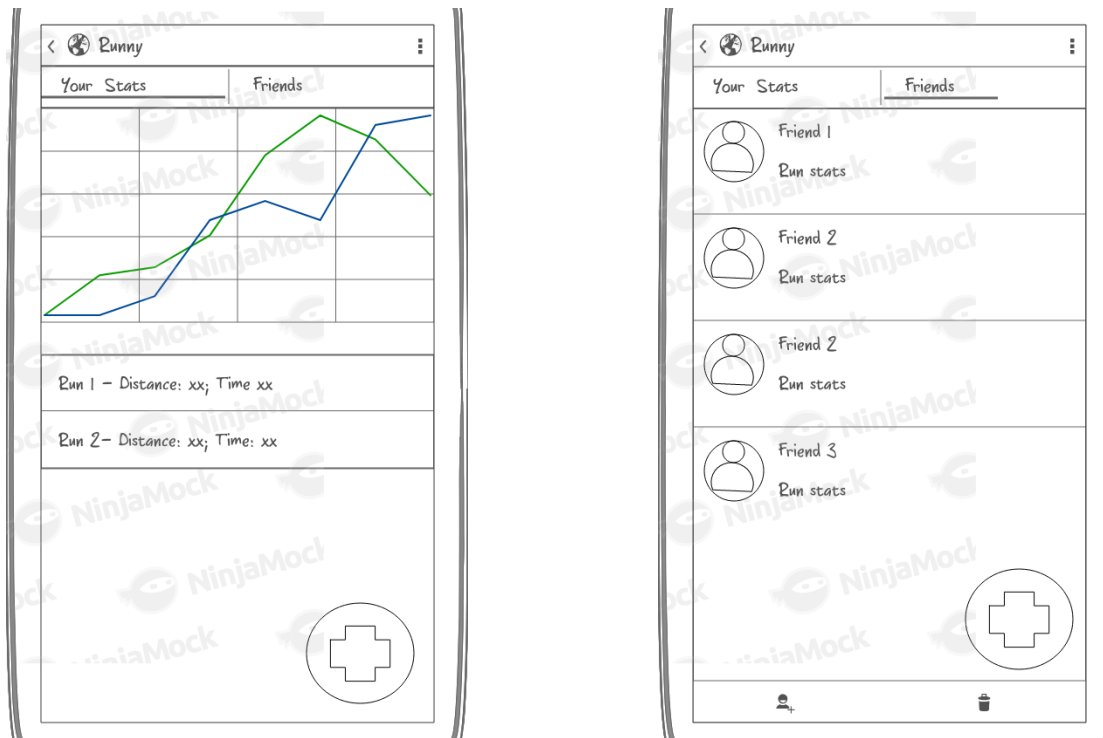
- Save a record of your previous running stats
- Gives you the ability to compare performance with friends
- Gives you a leveling up “game-like” experience

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 Google Drawings, www.ninjamock.com, Paper by 53, Photoshop or Balsamiq.

Main Screen

This is the screen the user will see first when opening the app. It's composed of 2 tabs ('Your



Stats' and 'Friends')

Inside the 'Your stats' tab the user will be able to see a graph showing the distance he ran each of the last days, and below this there will be the list of workouts he completed.

Inside the 'Friends' tab you can see the workouts your friends chose to share with the world.

Here is also where you can add or delete friends.

The floating action button will start a new run.

Running Screen

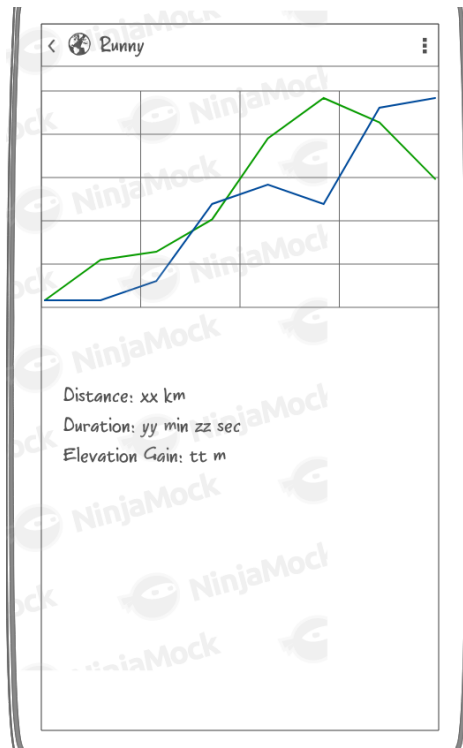


This is the screen which will be seen by the user while the workout is happening.

The add friend button will show a dialog with a search bar, where the user can look up other users and click on them to add them as friends.

The floating action button will stop the run.

Running Stats Screen



This is where the user will be able to see the stats of his workouts (1 at a time).
The graph will show the time it took for each kilometer to be completed.

Widget



Tapping on a run will open up the corresponding screen!

Key Considerations

How will your app handle data persistence?

It will use Room for local Storage and Firebase Realtime Database for communicating data between users.

Describe any edge or corner cases in the UX.

If the user hits the back button during the workout the app will exit and re-enter using the same screen.

If the activity is killed during the workout, it will stop and save to database all information that was gathered up until that point.

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

- Butterknife for handling ui
- ChartView for displaying informations about performance

Describe how you will implement Google Play Services or other external services.

Maps for tracking the running route

Realtime database for inter-user communication

Authentication

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Configure libraries
- Register for google play services
- Go through some examples and documentation for the library
- Something else

Task 2: Implement UI for Each Activity and Fragment

- Build UI for MainActivity
 - Fragment for User stats
 - Fragment for friends
- Build UI for Running Screen
- Build UI for Running Stats Screen
- Build UI for Widget

Task 3: Set up maps & location

- Add Map on Running Activity
- Update map based on location
- Work with speed, elevation, etc.

Task 4: Store data locally

- Implement room storage
- Insert data handling code where needed

Task 5: Synchronize with Firebase

- Upload race stats to firebase
- Download stats from others from firebase

Task 6: Friends

- Create the logic for friending other users

Add as many tasks as you need to complete your app.

Submission Instructions

- After you've completed all the sections, download this document as a PDF [File → Download as PDF]
 - Make sure the PDF is named "**Capstone_Stage1.pdf**"
- Submit the PDF as a zip or in a GitHub project repo using the project submission portal

If using GitHub:

- Create a new GitHub repo for the capstone. Name it "**Capstone Project**"
- Add this document to your repo. Make sure it's named "**Capstone_Stage1.pdf**"