

**Senior Project Proposal**

Submitted By: Dylan Inc.

Submitted To: Calvin Caldwell

Submitted On: June 2, 2014

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| --- | --- | --- | --- | --- | --- |
| Author | Company | Version | Date | File Name | Comments |
| Dylan Schultz | Question Inc. | 1.0 | May 18, 2014 | Senior Project Proposal.docx | This is the initial draft. Within it will be legal notice, an introduction to the product, purpose of the product, scope, and intended audience. |
| Dylan Schultz | Question Inc. | 2.0 | May 29, 2014 | Senior Project Proposal.docx | This is the secondary draft. Revision include adding the due date of the project, adding in more detail to status reporting – such as the fields in the appendix – and to change the relation of system to existing systems from a product comparison to an analysis of other system it uses (such as SQL). |
| Dylan Schultz | Dylan Inc. | 2.1 | October 29, 2014 | Senior Project Proposal.docx | Updated terminology, mostly. |

# Revision History

# Signature Page

Before signing this document, please ensure all information enclosed is correct.

Submitted By: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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# Introduction

This section provides an introduction to the document you are about to read. It will contain an overview of the document, the purpose of the document, the scope, as well as the intended audience. It concludes with references.

# Overview

This document will describe all things necessary for the proposed senior project. It will discuss topics relating to the project management, a general system description, and the requirements that were created for the system.

# Purpose

The purpose of this document is to inform the audience of the procedures that are set in place for managing the project as well as what the project is and the requirements that have been set forth for it.

# Scope

This document and the contents within it relate solely to the application being developed for the 2014-2015 Senior Project sequence by Dylan Schultz. This includes information regarding project management, system information, and requirements for the system.

# Intended Audience

The intended audience of this document is Dylan Schultz, Calvin Caldwell, and any recipients who receive it for peer-review purpose, as well as anyone who views it afterwards for reference material, and for those that are interested.

# References

None

# Project Management

This section provides an overview and discussion of the management of the project. This starts with the change management procedure then continues with the software delivery, installation, and acceptance criteria. It then discusses what documentation or on-line help will be present with the system. It concludes with project risks, customer responsibilities, and status reporting.

## Change Management Procedure

This purpose of this procedure is to provide a system that will be followed should a change in the management outlined be required.

### Change Administration Team (CAT)

The CAT consists of Calvin Caldwell and Dylan Schultz.

### Impact Analysis

Any requested changes will require a complete impact analysis of said change. This will be done by Dylan Schultz, who will document the analysis and submit it for review by the other members of the CAT.

### Protocol

If a change is required, the individual requesting the change must fill out the Design Service Enhancement Request Form, as outlined in the Medium section, and be submitted to the CAT. The CAT must then, upon receiving the Design Service Enhancement Request Form, respond in a timely manner, as outlined in the Time Lines section, whether the requested will be approved or not.

### Medium

Any and all changes to the project will require that a Design Service Enhancement Request Form be filled out and signed by all members of the CAT. See Appendix A for the Design Service Enhancement Request Form.

### Time Lines

Any requests for change must be filed at least one week before the expected time of the change in procedure. Any responses to this request must come within three days after the initial filing.

### Archive

All Design Service Enhancement Request Forms are to be kept as a paper copy by Dylan Schultz and are to be submitted with the final project packet at the end of the project lifecycle.

## Software Delivery, Installation, and Acceptance Criteria

All software will be submitted via zip file through the email. The software can then be installed on any Android device without a license code. All documentation pertaining to the project, including this document, will also be present in the zip file for future reference. Installation of the software is to be fulfilled by the customer and is not the responsibility of Question Inc.

The hardware required for the application will not be included with the submission. Using the product requires an Android device; it is the sole responsibility of the recipient to acquire an Android device to be installed on. Install instructions will be included with each submission.

The project is to be completed by the end if Winter term, 2015.

## Documentation and Online-Help

Documentation pertaining to the installation of the application on an Android device will be included with the zip file. This documentation will include error checking and how to change settings on the Android device to allow for installing applications.

## Project Risks

The sole project risk for the Question Inc. project is that the project will not be completed on time. The reason for this would be a heavy workload for Dylan Schultz and not enough time to devote to the project. There is also the concern of having no experience with the designated platform.

## Customer Responsibilities

The customer is responsible for acquiring an Android device capable of running the application provided by Question Inc. This includes any cost overhead, be it in time or capital.

## Status Reporting

Status reports will be submitted every week on Friday by 5:00pm Pacific Time. These reports will be completed on the Status Report Form. The reports will be completed by Dylan Schultz and submitted to the Cat. Status Report Form can be found in Appendix B.

The Status Report Form includes the work that was completed for the current week, the work expected to be completed for the following week, and any issues that arose the week before.

# System General Description

The following description will outline the application for the Android operating system developed by Question Inc. The application is a fitness tracker. The purpose of the application is to make working out like a video game; to implement this, there is a “leveling” service, an avatar for which can change appearance as the user “levels up” or completes feats of strength, and the ability to track a user’s progress. This will include the ability to see fitness level development over time, allowing for comparing current fitness level to previous levels.

Having an account with Question Inc. will be optional. The application will be fully functional in terms of tracking progress, however the user avatar will not be present, implying it will not be able to be updated as fitness level progresses. These also means that attending fitness events such as a marathon will not affect the user.

The following sections outline in further detail the system. The problem statement will describe the reasoning for developing the application. Followed will be perspective discussing the history of the system, then major subsystems within the product. There will then be an outline of the hardware and software used for the system, comparison of competitors, product requirements, performance, and conclude with reliability.

## Problem Statement

The problem being addressed is the ability to find partners to exercise with. For many other sports, such as basketball, pick up groups (PUGs) at a park are a common occurrence, and have systems in place to help PUGs form. Unfortunately, that is not the case for general fitness workouts such as lap swimming, running, biking, and lifting weights.

The purpose of the developed application is to give customers a means of finding like-ability people to exercise with. The ultimate goal is to help people find groups or partners to exercise with. Possible points of extension would be allowing to sort by more exact locations, such as zip code or workout preferences (such as free weights vs. weight machines).

A concern with this application is being a medium for strangers to meet. While it is not Question Inc.’s responsibility to protect those that meet through its application, the safety and legal concern remains.

## Perspective

The system is inspired by a mix of many other fitness applications, such as Endomondo, as well as video games. One of the “problems” for people working out is results take a long time to see. While Endomondo address that through social comparisons, Question Inc. addresses that problem through having an avatar change with you.

One problem the application will face is entering an already-established market. The other fitness applications are already established and well known, whereas the system being developed by Question Inc. is brand new.

The only competition with this application is another Android application called Fitocracy. This application also uses a leveling system, but isn’t upon ability. Leveling within Fitocracy is based on amount of time put in. Therefore, it does not have the “pick up group” aspect of the application. Also, it has a social media aspect, much like Facebook, where a person can write to their “wall” and others can comment. Last, there are no avatars, instead, a person simply takes a picture of themselves and that becomes their persona.

## Major Subsystems

The leveling service is a function of ability. For example, if a male can bench press 300 pounds, he would be a certain level, where if the same male could bench press 200 pounds, he would be a lower level. The reasoning behind this is to allow a social aspect within the system; it’s difficult to find people to work out with. With this system, however, it would be as simple as contacting someone of equal (or near) level and sending them an invite. This way, the person can see progress through enumeration, as well as people to share in the experience with.

Another way to see their progress is through their avatar. The purpose of the avatar is to make your progress display in an exaggerated fashion. For example, if the goal of the user is to be able to lift more weight, then the avatar would “bulk up” as the user does. To continue this, if the user has a certain goal, such as squatting 200 pounds, and they reach that goal, then they can get points to “buy” equipment, or are rewarded equipment. This would also include events; if a user runs the New York marathon, they would be rewarded a unique hat. While it would be neat to see an avatar change physique as yours does, it’s another to see your avatar wielding a battle-axe while changing physique.

This will all be accomplished through a data tracking system. For a system like this, it will be inherently flawed in that for “stationary” exercises (treadmill, elliptical, weights) it would require the user enter in the data (how far they ran, how much weight and many repetitions) manually. However, if the user is not stationary (running a track, bicycling) they could be tracked through GPS. With this, the system will be able to track progress through numbers and therefore have a function to reward points with in order to equip the avatar.

## Relation of System to Existing System(s)

The system is making use of two other existing systems. The first is the Android operating system, and could be later ported to iOS. The second system it will use is SQLite. SQLite is essentially an SQL database designed for mobile platforms, thereby requiring fewer resources.

## Hardware Platform Description

The application will be developed for a Samsung Galaxy S3 cellular phone. This device is equipped with a multi-touch screen, 1.5GHz Dual core “Krait” processor, 2GB of RAM, 32GB of built-in storage, and a 2100 mAh battery. The resolution is a standard 9:16 of 720x1280. This will allow for easier scaling and less concern with portability to other devices.

## Software Platform Description

The application will be developed for the Android operating system, running 4.4 (KitKat). The reason for this choice is accessibility.

The software will be developed using IntelliJ Idea IDE, using the Android Software Development Kit.

## Product Requirements

The following enumerated list is an analysis of functional requirements within the proposed Android application. This list is not based on priority, nor is it ordered by functionality.

1. The system shall require a user account.
   1. Username
   2. Password

1. The system shall log performance statistics on a per-user basis.
   1. Cardio: mph
   2. Weight training: strength increase over time
2. The system shall log workout timeframes.
   1. Begin: Month/day/year/hour/minute
   2. End: Month/day/year/hour/minute
3. The system shall log workout intensity.
   1. Weight training: scale of 1-10, manually entered
   2. Cardio: function of recorded ability vs. recent accomplishment.
4. The system shall allow user performance to scale with level.
   1. Weight training: level based off of weight amount
   2. Cardio: based off of distance/speed
5. The system shall allow users to earn points through workout intensity.
6. The system shall have an avatar on a per-use basis.
   1. Avatar shall have equipment
      1. Weapon
      2. Body plate
      3. Helmet
      4. Gloves
      5. Boots
   2. Avatar shall have variable physique
      1. Hair style
      2. Hair color
      3. Eye color
   3. Avatar shall have a gender
7. The system shall allow users to log their weight.
   1. Enter every week
   2. Log over time
   3. Allow user to see changes
8. The system shall have real time notifications.
   1. The system shall have a pace maker for cardio
      1. Will notify a user of speed/mile
      2. Will notify if dropping below a designated mph speed
   2. when to hydrate
9. The system shall have a database

## Performance

Question Inc. requires an Android device running Android 4.4 (KitKat) for optimum performance, with a minimum of dual-core processor and 1GB of RAM.

## Reliability

* The application is not guaranteed to work with any other hardware than what is outlined above in the Performance section.
* The application is designed to work during exercise sessions.
* The application is designed to work while other applications are running in the background, such as music applications.

## Interfaces

The application is designed to interface with touch screens.

# Data Description

This section will outline the data gathered using the application. This includes intensity, user progress, and duration and will be transferred at 10kb/s.

## Intensity

The application is designed for allowing user input of intensity. This is dependent of the type of exercise done. For example, intensity can mean how much weight was lifted and the number of sets if the exercise is weight lifting. For bicycling, the intensity could be the average mph.

## Progress

After each workout, the progress from the last like-exercise will be calculated. This will allow the user to constantly know their progress and what they can achieve next session. It will also let them know if they need to take a break, such as when their progress is negative.

## Duration

After each workout, the user will log the duration of the workout. This is the time spent exercising.

# Security/Safety

While the application is not inherently unsafe, the immediate-reward design of it may promote unsafe workout habits. This is not the intention of the application, rather it is designed to encourage exercise.

# Constraints

The device running this application must have a touch screen for it to work properly. It must also be connected to the internet in order to allow for data gathering and use of the database for progress calculations.

# User Profiles

The type of people to use this application will be workout enthusiasts, or those that wish to become enthusiasts. It is designed specifically for people who play video games such that there is instant gratification, but may be used by anyone. The goal for the application is to bring people together, therefore the goal is also for the people to use this application to be social with one another.

# Glossary

Acronym Definition

RAM Random Access Memory; a hardware component of a computer

GPS Global Positioning System; used for tracking the location of a device

IDE Integrated Development Environment; used for making software development easier for a software developer

GB Gigabyte; a unit of measurement – 1 billion bytes

GHz Gigahertz; a unit of measurement – 1 billion cycles per second

# Appendix

## A

**Design Service Enhancement Request Form**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Submitted By: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Change Requested:**

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**Reason for Change:**

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**Impact Analysis:**

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**Approval Signatures:**

**Project Lead: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_**

**Senior Project Advisor: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_**

## B

**Weekly Status Report**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Submitted By: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Accomplishments for the week of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:**

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**Planned accomplishments for the week of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_:**

* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**
* **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Issues Encountered:**

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**How they were addressed:**

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## Optional Functional Requirements

* The system shall allow users to look at past workouts.
  1. Day of workout
  2. Intensity/distance/performance
* The system shall allow users to track their workout using GPS
* The system shall allow users to see their performance over time.