FlipFit:
Your fitness buddy

Team B- (GL Ihita)

FlipFit–Flipkart's dynamic step into the fitness world

Meet the team

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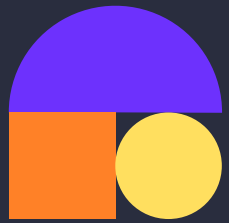
Stakeholders

01. **Sponsors**	Flipkart
02. **SME**	Amit Kumar Balyan

Project Problem Statement

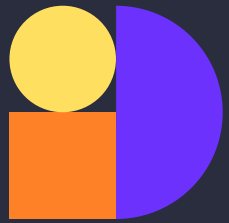
Design a system for a new enterprise application that Flipkart is launching, FlipFit.
Flipkart is partnering up with gyms across Bangalore to enter into the fitness space.

A brief statement about what the project will accomplish



OBJECTIVE 1

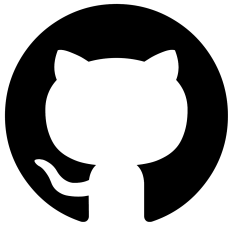
Build a scalable and user friendly gym-booking platform, FlipFit, for seamless slot management across centers in Bangalore.

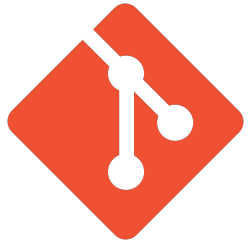


OBJECTIVE 2

Build a robust and intuitive platform, FlipFit, which creates a user-centric fitness experience that inspires healthy habits and positions.

Tech Stack & Tools





PROJECT TIMELINE

Challenges faced

UML Diagrams

Understanding the business requirements and implementing use case, activity and class diagrams. Implementing the designed diagrams exactly in the code.

IDE Migration and Git issues

Migrating from VS Code to IntelliJ mid-project served as a challenge. Along with this, had to deal with merge conflicts, fixing git branches when a wrong push was done, and other git issues.

New software and languages

For the entire team, Java was a new language. Learning the syntax and project structuring, along with Maven was a challenging experience.

Database connection

Only one person was testing with DB, which led to other people pushing code without testing leading to various errors.

Tight Deadlines

This was a fast paced project where daily goals and deadlines were set. We often had huge backlogs when new tasks were assigned.

Important lessons from the project

KEY LEARNING 1

Collaboration and proper distribution of work is the key to delivering successful projects within the stipulated time.

KEY LEARNING 2

Clear Understanding of application's flow from the client's perspective helps to code faster and avoids rework in future.

KEY LEARNING 3

Understood how to manage real-time booking scenarios, prevent overbooking and handle conflicting user actions effectively.

GOOD ENGINEERING PRACTICES

- MODULARISATION
- CODE REFACTORING
- EXCEPTION HANDLING
- VERSION CONTROL
- PERFORMANCE OPTIMISATION
- CODE COMMENTING
- README WITH INSTALLATION INSTRUCTIONS

Demo

Thank you