



Fit Life App

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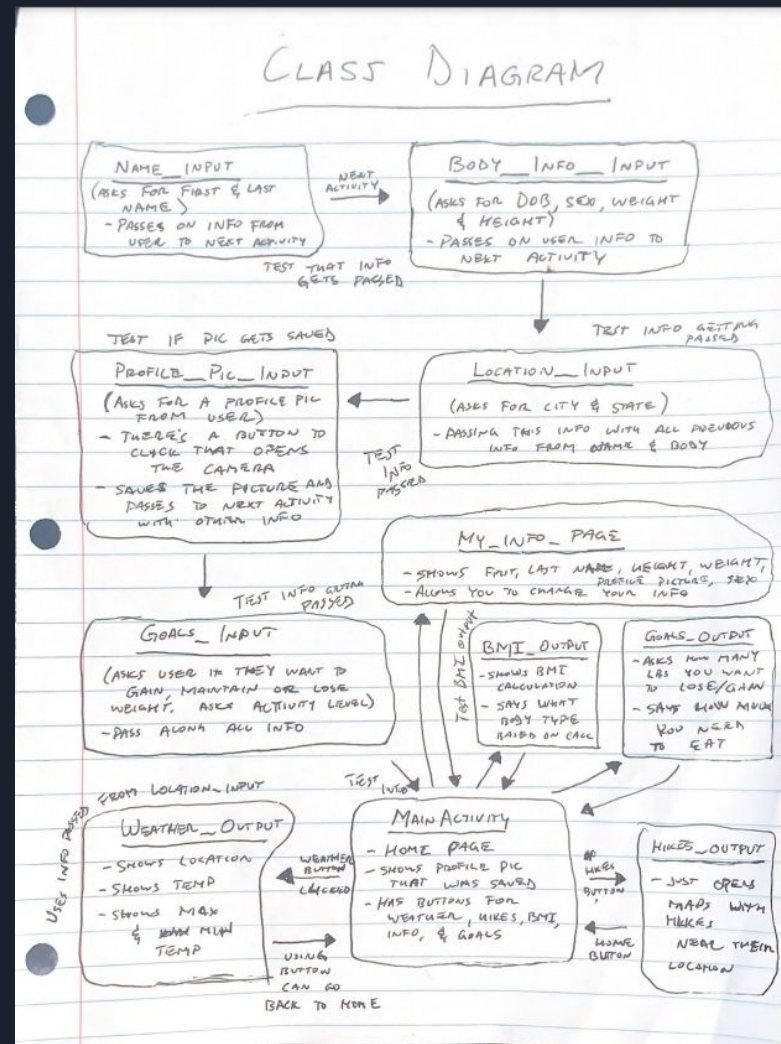


Design Structure

- Data input steps
 - Activity switching by intents
 - All data is written to a file
 - Error checking
- User home page
 - Series of different buttons that launch corresponding fragments
 - Profile photo
 - Design looks like a person
- Once you make it to the homepage, you can't go back to into data input
 - To change data, you have to go to the My Info page
- Vertical view only
 - We decided that there was no need for a horizontal view
- Tablet view displays buttons on left $\frac{1}{3}$ side and fragment on right
- Color scheme
 - Followed the color design guidelines (Blue is the color of life)

Class Diagram

- Passing/Saving data into an easily accessible and secure storage as we go through asking the user input for info
- Used extensibility to allow us to keep the pages/activities separate but still extend the data and user input
- After obtaining all info from user we arrive at the home page where the user can interact and use multiple pages of the app



Example Wire Sketches

WIREFRAME SKETCHES

NAME INPUT:

- RelativeLayout

- MATCH_PARENT (width)
- MATCH_PARENT (height)
- MARGIN (16dp)

- LinearLayout

- WRAP_CONTENT (width/height)
- MARGINTOP (125dp)

- TextView — "Hello!"

- WRAP_CONTENT (width/height)
- MARGINTOP (10dp)
- SIZE (28dp)

- TextView — "Please enter your first and last name"

- WRAP_CONTENT
- SIZE (25sp)

- TextView — "First:"

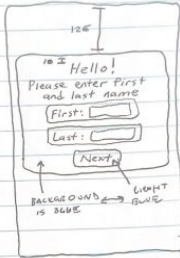
- WRAP_CONTENT
- SIZE (20dp)

- EditText

- WRAP_CONTENT
- TEXTVIEW — "Last:"
- WRAP_CONTENT
- SIZE (20sp)

- EditText

- WRAP_CONTENT
- LinearLayout (FOR BUTTON) — "Next"
- WRAP_CONTENT
- MARGINTOP (10dp)
- BACKGROUND (BLUE)



MAIN - HOME

- RelativeLayout

- MATCH_PARENT
- MARGIN (16dp)

- LinearLayout (vertical)

- WRAP_CONTENT
- MARGINTOP (50dp)

- ImageView

- width (130dp)
- height (100dp)

- LinearLayout (horizontal)

- width (MATCH_PARENT)
- height (WRAP_CONTENT)

- MARGINTOP (5dp)

- AppCompatButton — "Go to Hikes"

- width (100dp)
- height (100dp)
- MARGIN (10dp)

- AppCompatButton — "Go to weather"

- width (100dp)
- height (100dp)
- MARGIN (10dp)

- (ANOTHER BUT WITH TEXT OF):

- "Go to BMI" AND "Go to MY INFO"

- LinearLayout (horizontal)

- width (MATCH_PARENT)
- height (WRAP_CONTENT)

- AppCompatButton — "Go to Goals!"

- width (100dp)
- height (100dp)
- MARGINTOP (10dp)



BODY INFO INPUT:

- RelativeLayout

- MATCH_PARENT
- MARGIN (16dp)

- LinearLayout

- WRAP_CONTENT
- MARGINTOP (100dp)

- TextView — "Now,"

- MARGINTOP (10dp)
- SIZE (25sp)

- TextView — "Some info about you body"

- WRAP_CONTENT
- SIZE (25sp)

- AppCompatButton — "Next"

- MARGINTOP (8dp)

- LinearLayout

- WRAP_CONTENT
- MARGINTOP (20dp)

- TextView — "Date of birth:"

- WRAP_CONTENT
- SIZE (20dp)

- EditText (WRAP_CONTENT)

- LinearLayout (WRAP_CONTENT, margin (30dp)) HORIZONTAL

- TextView — "Sex:"

- WRAP_CONTENT
- SIZE (20dp)

- NumberPicker (WRAP_CONTENT)

- ANOTHER OF THE SAME BUT IN A NEW LinearLayout FOR THE "Height:"

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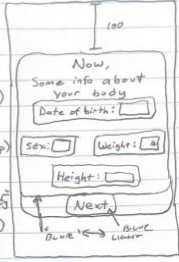
- ANOTHER OF THE SAME BUT IN A NEW LinearLayout FOR THE "Height:"

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Testing

- Toasts
 - to test getting through activities
 - reading and writing data to our file
 - bugs
- Unit tests for features (bmi, bmr)
- Breakpoints/Watch