Title: SocialSweat

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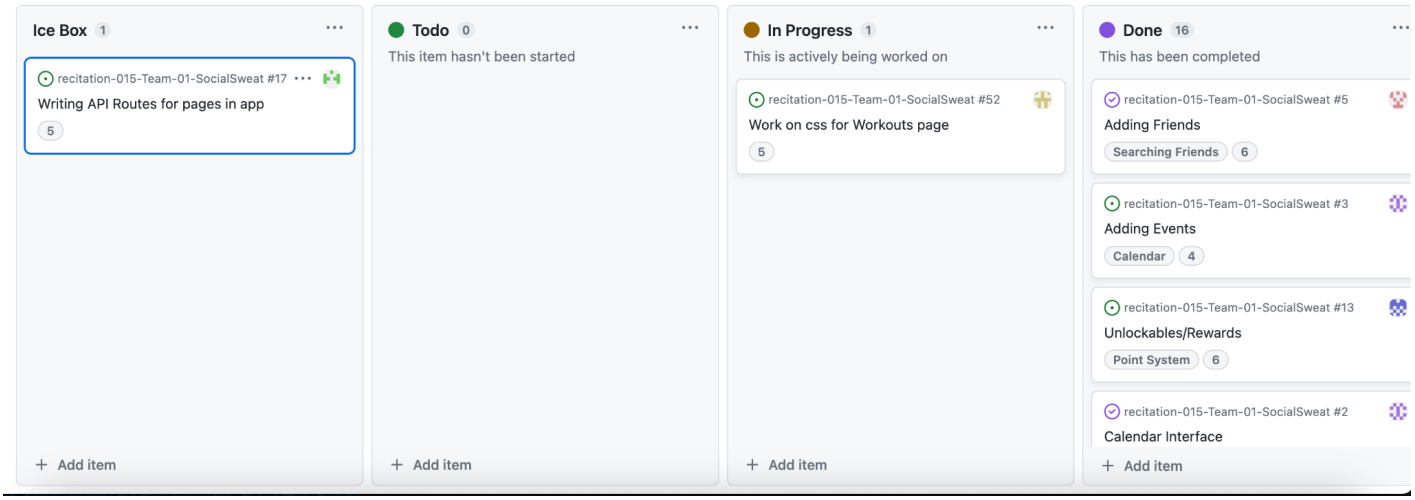
Project Description:

For our project, we created a workout app for beginners that would allow users to add friends, share workouts, and improve their own fitness. Our app allows users to create an account where they start with 0 sweats. Sweats are the point system that we use to track users' progress as they complete workouts and improve their level of fitness. Everytime a user completes an exercise, they gain 10 sweats. When they reach 1000 sweats, they level up from beginner to intermediate. This means that the user can try 'intermediate' workouts as opposed to beginner ones. This provides an incentive for users to continue to workout and unlock new and more difficult workouts. Our app also includes a calendar and allows users to add workouts to the calendar so that they can easily schedule them and make a plan for completing them.

The other important piece of our app is the social aspect. Users are able to add friends and see their friends sweats on a leaderboard. This is another incentive for users to workout, as it provides some friendly competition as well as encouragement, since other users can see when their friends complete a workout.

Project Tracker: https://github.com/users/jamie-anderson7/projects/2



Video:

https://drive.google.com/file/d/11oZvug53B0FN6wiEeo-rJ7hbCD21fuux/view?usp=sharing

VCS: https://github.com/jamie-anderson7/recitation-015-Team-01-SocialSweat

Contributions:

Alex: I mainly worked on the database and implementations of database calls into api routes. I worked a lot with the portions that relied on the friends list. I also made the functionality for saving workouts to the database and using the database to display them. I also handled much of the testing, both writing the tests and making sure that the functionalities of different parts of the app complied with our user acceptance tests. Along with that I wrote error handling for login, register, and adding friends.

Jamie: I mainly focused on the workouts page. I helped write the external api routes and got the page to display the workouts. I also worked on the submit button and the sweats, so that when the user completed a workout it would increase their number of sweats in the database. I made it so the workouts displayed were random, so that the users would always have new workouts. I also did some debugging, working out issues in the login and register pages and catching errors as they came up.

Sena: I supported the workouts page and some of the UI. I helped write the external API routes and worked on the formatting for the workouts page. I created the login, register, and logout using code from other labs. I supported my teammates when we were struggling with GitHub

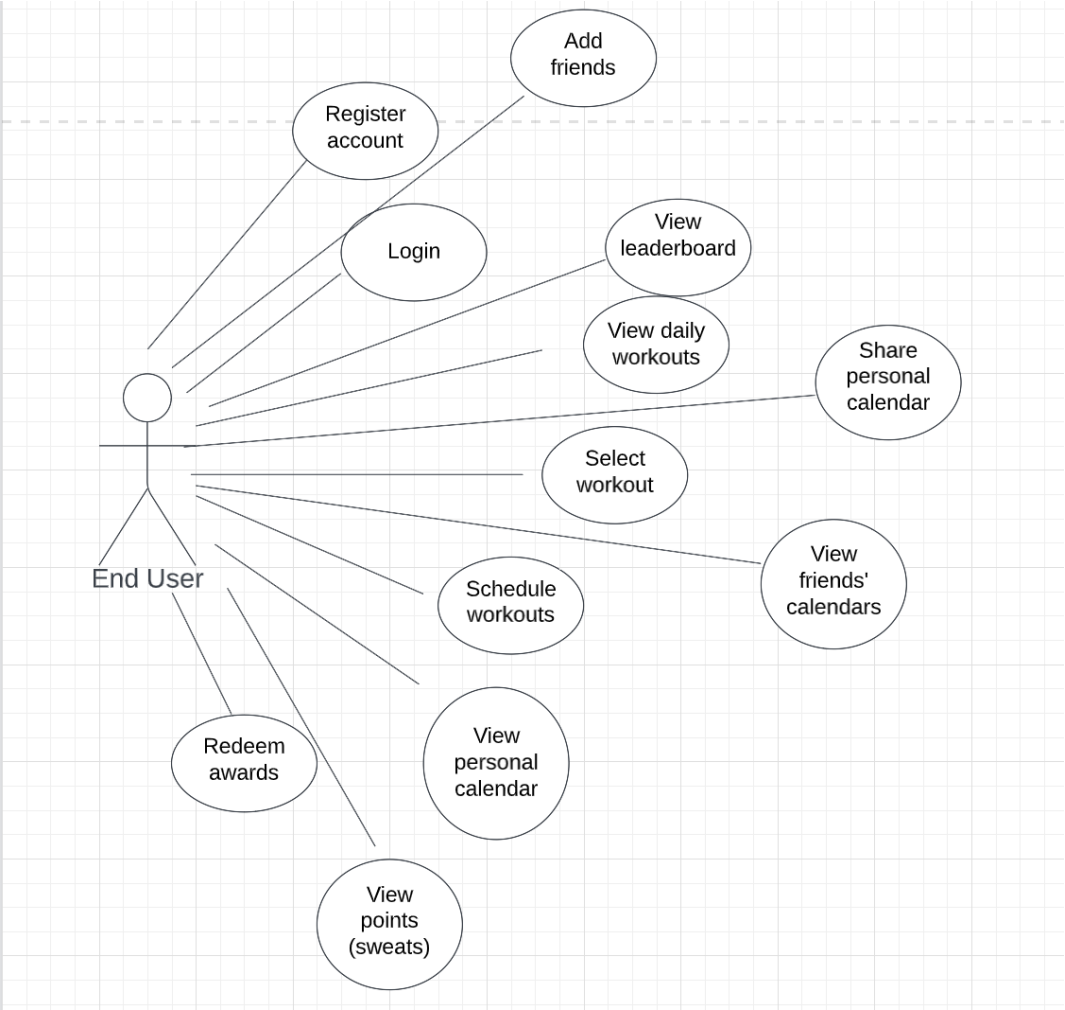
and merge conflicts. I was scribe and also was the primary communicator with Nathan. I debugged the test cases when the need arose and completed lab 13 for my team. I fabricated the final presentation materials.

Wangcong: I mainly work on the leaderboard page. To fix the image path I checked the Express.js document and wrote the route for images. I made all the UI of the leaderboard page, and some settings related to the page in index.js. In order to allow each user to see different shared pictures every time they log in, A random function is added to the index.js file and assigned a random picture ID function in the head of the leaderboard by using an array and the random function, and I made two buttons and pop-up windows: "recommend friends" and "upload" on this page. Also some UI adjustments have been made to the forms on the login and registration pages, by adding some styles. When I was debugging the code there are some scripts not working (such as random functions and recommended friends) I added a few installation items in the json file and fixed some app crash issues.

Imad: My main focus was on the calendar page; however I still made contributions on other things too. There was implementing the overall structure, like displaying it via EJS to run all the columns via for loops. There was also implementing the modals, that can both add workouts and update/delete them. I wrote all the routes relating to this, like getting the calendar workouts from a database as well as updating them. Furthermore, it also shows the workouts of your friends on the calendar, so you can coordinate the workouts with your buddies on similar days. There was also a feature that tracks all the saved workouts and makes it a drop down in the modal. There was also small changes here and there, like bug fixing things like the register page, as well as

adding the CSS styling to the pages. Finally, there was other small things like changing the UI of the workouts page, such as turning them into modals so the overall screen can be further condensed.

Use Case



https://lucid.app/lucidchart/65353907-4615-4722-b18f-c4714005e672/edit?viewport_loc=0%2C-145%2C1579%2C756%2C0_0&invitationId=inv_d4a7b0f1-6536-4890-a416-55c6ceb217c3

Test Results:

- In general, users found the app pretty straightforward; register and login were easy, good redirection from login to register if user did not have an account
- Users clicked on workouts, which displayed more detail about each exercise; this was users' goal in clicking on exercise
- Registering, logging in, and choosing a workout were all in line with our expected actions
- Some users didn't know to click mark complete since it was just a test, this led to not updating the sweats
    - We did not feel a need to make changes for this because if a user were to actually complete the exercise, they would likely click the button and update their sweats
- Users clicked add to calendar, which added workout to current slot in calendar. Users also viewed all workouts in calendar
- Users viewed leaderboard using nav bar, clicked upload buttons and were a bit confused about what to do, we worked on changing those so they were more descriptive with what was necessary

Deployment: http://recitation-015-team-01.eastus.cloudapp.azure.com:3000/leaderboard