

MuscleMate Application Proposal

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Problem Statement and Project Description:

Inefficient workout tracking is a common struggle many lifters and athletes consistently face. Virtual spreadsheets turn data entry into a chore, and carrying a physical journal to the gym disrupts their workout flow, eventually leading to inconsistent tracking. These methods make reviewing past entries tedious, hindering long-term progress and motivation. MuscleMate is a mobile app that organizes your workout tracking and empowers you to reach your fitness goals. It's a convenient, offline workout tracker that lets you log sets, reps, and weights effortlessly on your phone throughout your workout. With MuscleMate, users can track their workout history in one place, review progress, analyze trends, and celebrate their achievements. MuscleMate caters to intermediate to experienced athletes looking to optimize their training. Take control of your workouts, stay motivated, and achieve your fitness goals with MuscleMate!

Scope and Boundaries:

In response to this vision, we will develop MuscleMate to include essential features that allow for:

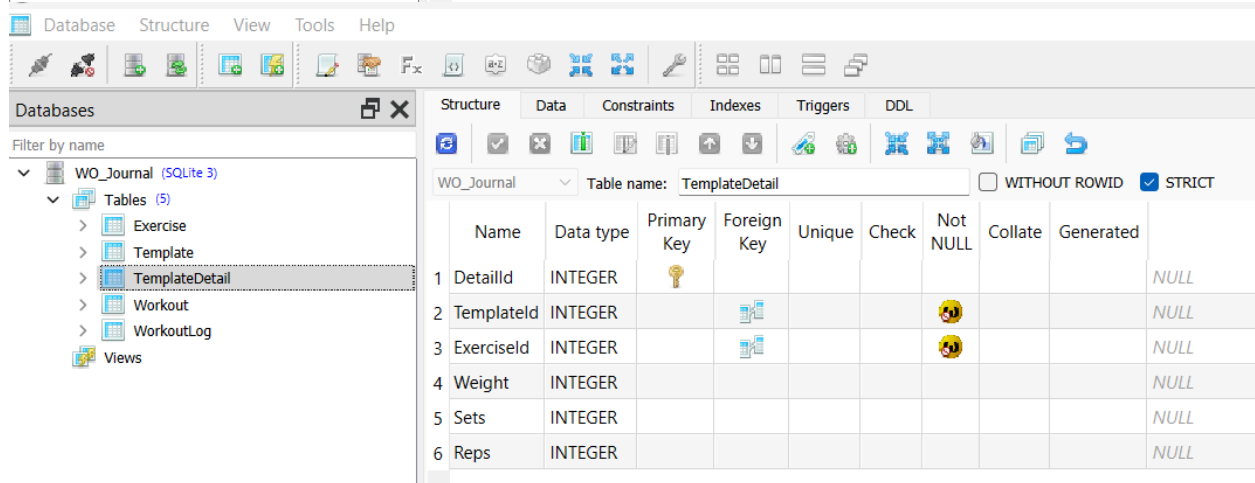
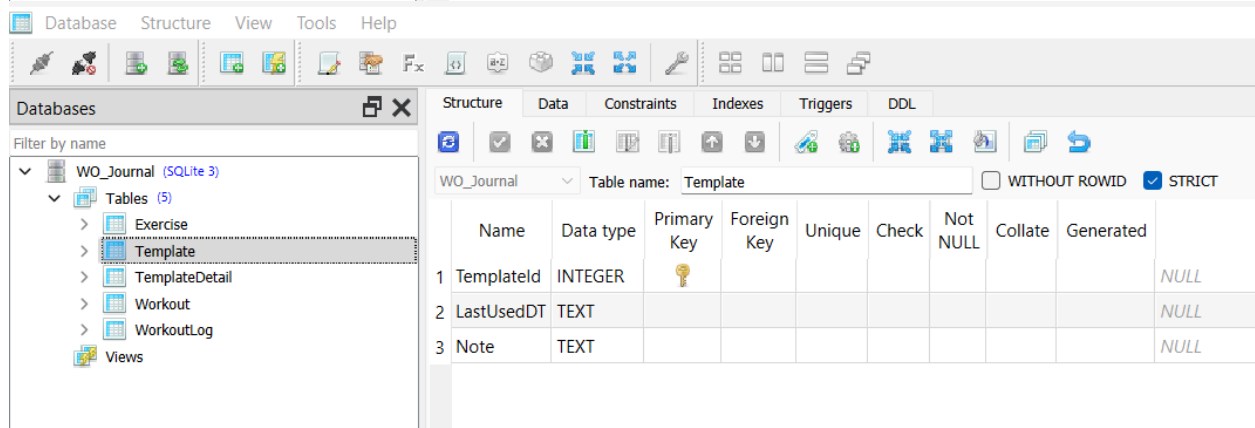
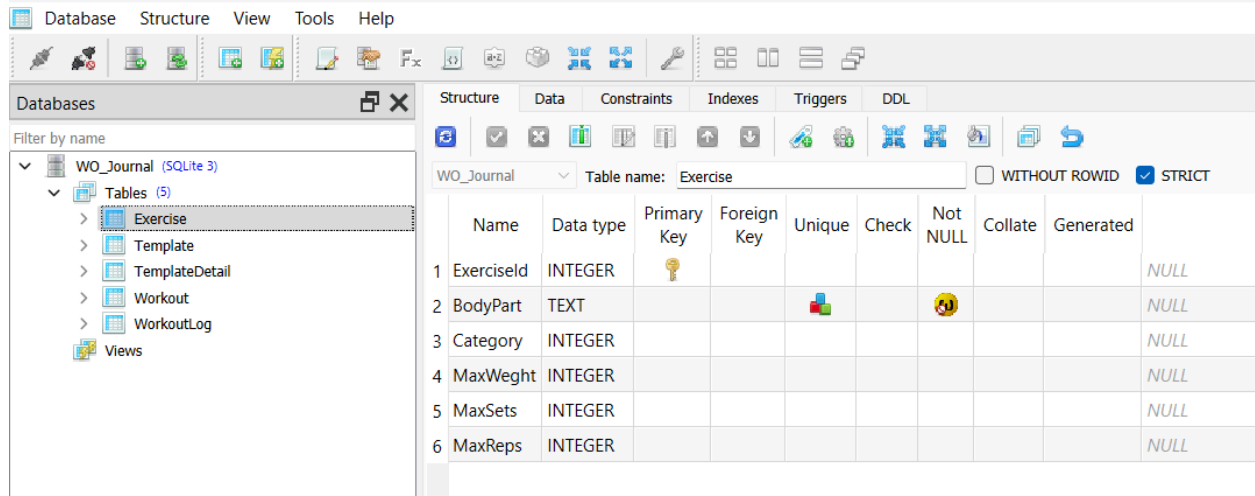
- **Comprehensive Workout Tracking:** The app will include a dedicated "log" tab where users can meticulously track sets, reps, and weights for each exercise in their workout. Users can log their workouts freely or use a workout template they create.
- **Workout Templates:** MuscleMate will provide a "template" tab, allowing users to view, edit, or delete their workout templates.
- **Workout History Tab:** MuscleMate's "history" tab will display a list of all past workouts, organized by name and date. Users can tap on any listed workout to view information like the exercises performed, sets, reps, and weights used. This feature allows users to revisit and analyze their past training sessions.'

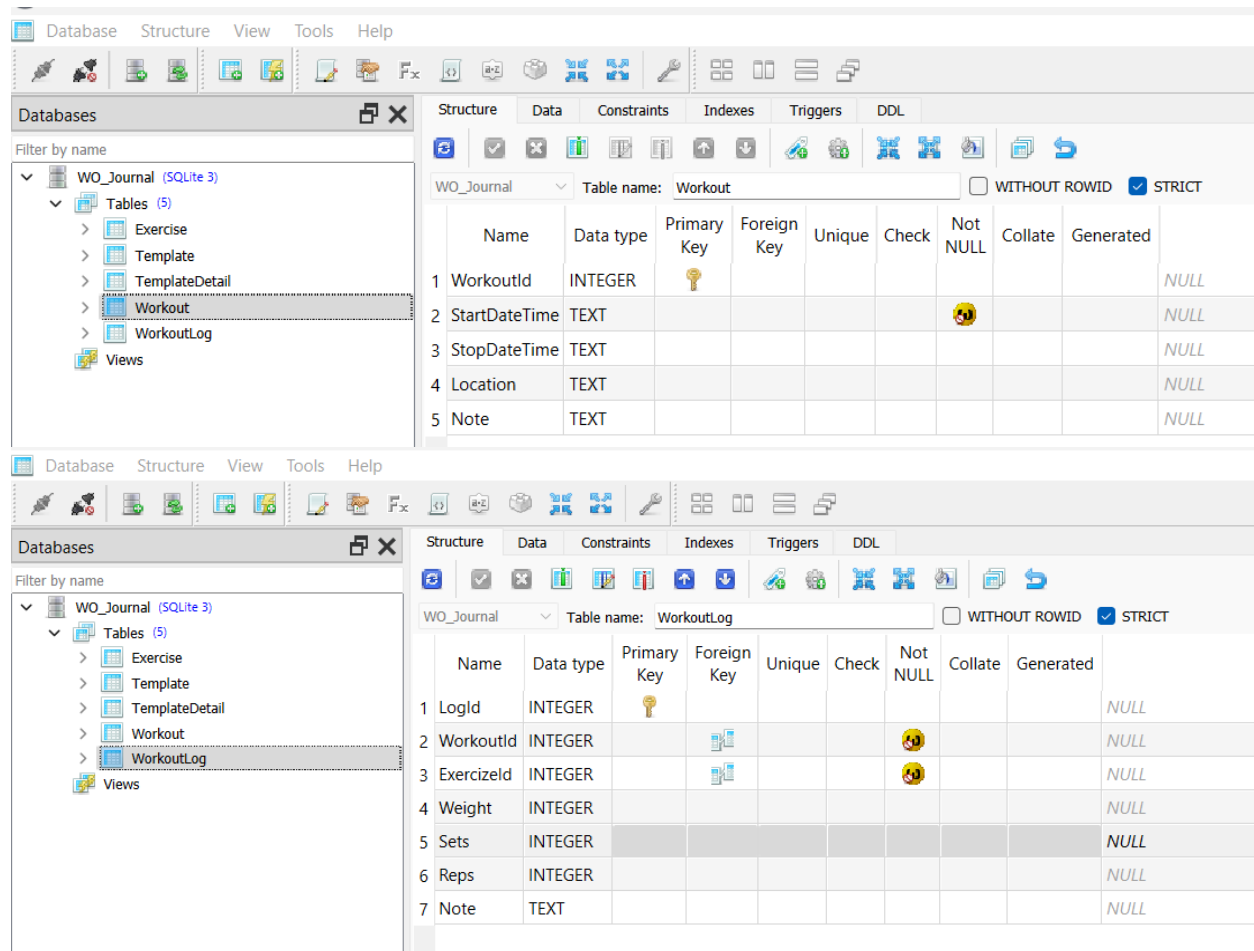
MuscleMate will strictly avoid beginner-oriented content, such as exercise tutorials or pre-defined workout plans, ensuring it remains highly relevant and efficient for its target user base.

Data Management:

Database:

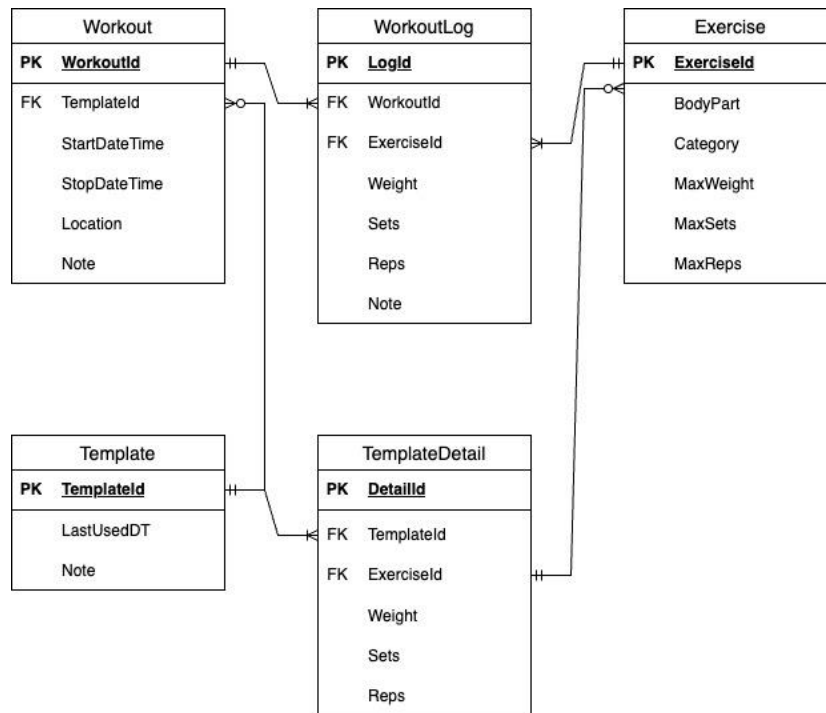
MuscleMate has a robust database system designed to store and manage user data. This section introduces the database's handling of workout logs, templates, and historical data, ensuring quick access and reliable performance.





Entity-Relationship Diagram:

The entity-relationship diagram (ERD) visually represents the app's data structure, highlighting the relationships between different data entities and facilitating efficient data integration and retrieval.




User Experience:

MuscleMate prioritizes user experience through its sleek and intuitive interface. This section covers the design elements, including the user persona and mood board.

User Persona:

A user persona is a detailed representation of the target users of an application. By creating user personas, we can make better design and development decisions, ensuring the app meets its intended audience's needs, goals, and behaviors.

Matt Andrews



Determined **Disciplined** **Healthy** **Passionate**


Goals


- Optimize his workout routines to grow in muscle and strength.
- Maintain a consistent training schedule despite a busy professional life.
- Track progress over time, focusing on lifting heavier weights over time. (Progressive overload)
- Support his physique goals.


Bio


Matt is a Financial Analyst by the day and a bodybuilder by night. He has been a competitive natural bodybuilder for over 5 years. He participates in regional bodybuilding competitions in hopes to advance to national levels. His busy schedule as a financial analyst makes it important to him to have a structured and efficient workout plan. He sometimes doesn't have time to prepare for the gym, which makes him dissatisfied with his workouts.


Motivation

Incentive 

Fear 

Growth 




Power 

Social 

Frustrations

- Creating Excel workbooks for tracking workouts is too time-consuming.
- Carrying a physical journal around the gym is very inconvenient.
- Trouble monitoring long-term progress since he manually reviews past workouts to see improvements.


Brands

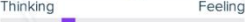
  


"Every lift, every meal, every day counts."


Age: **29**
Work: **Financial Analyst**
Family: **Single**
Location: **Chicago, Illinois**
Character: **The Achiever**

Personality

Introvert  Extrovert

Thinking  Feeling

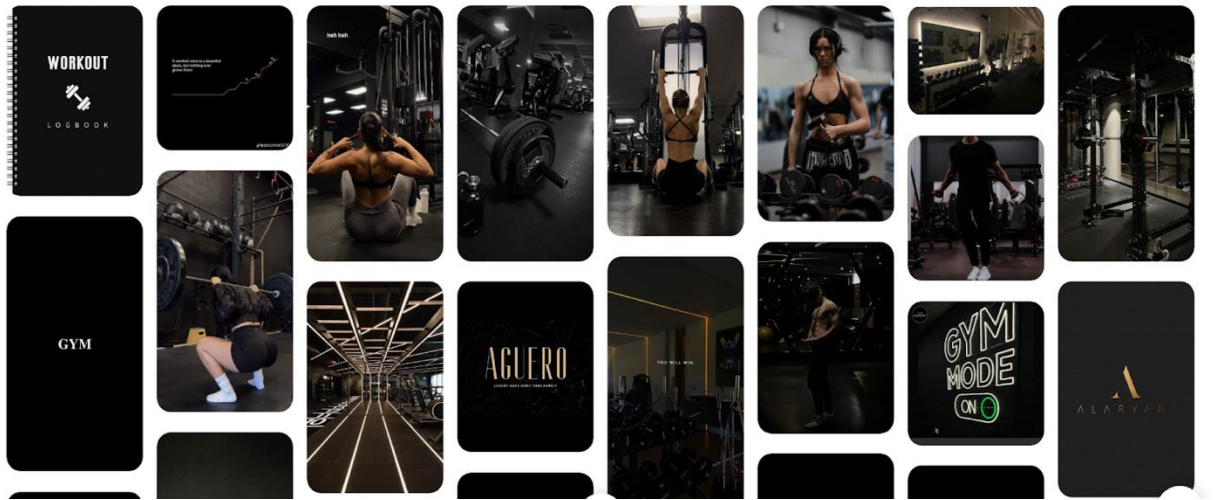
Sensing  Intuition

Judging  Perceiving

Mood Board:

The mood board for MuscleMate encapsulates the visual elements that define the app's aesthetic. It includes a collection of images, colors, fonts, and design inspirations that convey the desired look and feel of the app.

Pinterest Link: <https://pin.it/41HLPdy9z>



Palette



Font

Playfair Display

Barlow Condensed
Lora

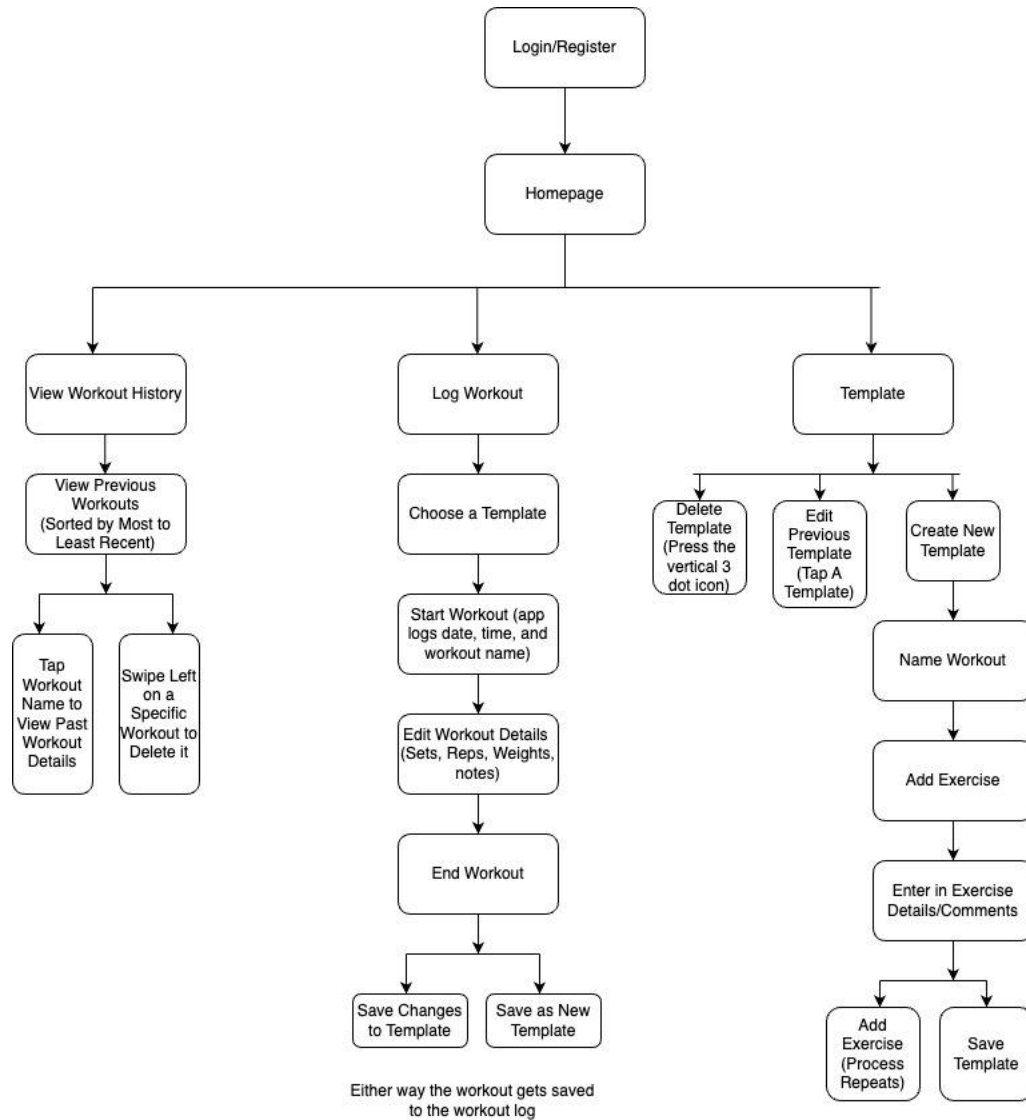
Keywords:

- Sleek
- Fitness
- Luxury
- Efficient
- Performance
- Elite
- User-centric
- Empowering
- Progressive
- Organized
- Innovative
- Motivational

User Interface:

The user interface (UI) of MuscleMate provides a seamless and intuitive experience for users. This section outlines the key UI elements, ensuring the app is functional and aesthetically pleasing. The design focuses on simplicity and efficiency.

Navigational Diagram: The navigational diagram for MuscleMate illustrates the app's layout and flow, detailing how users will navigate through the various features and sections.



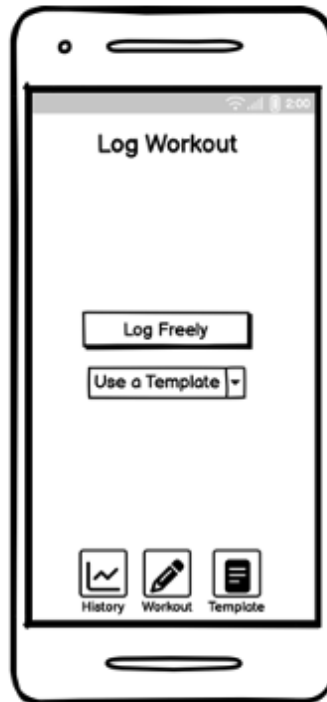
Wireframes:

The wireframes for MuscleMate provide a visual blueprint of the app's layout and structure, showing each screen's arrangement of critical elements. This section includes detailed wireframes for the homepage, log workout page, and other primary screens, illustrating the user interface design and functionality.

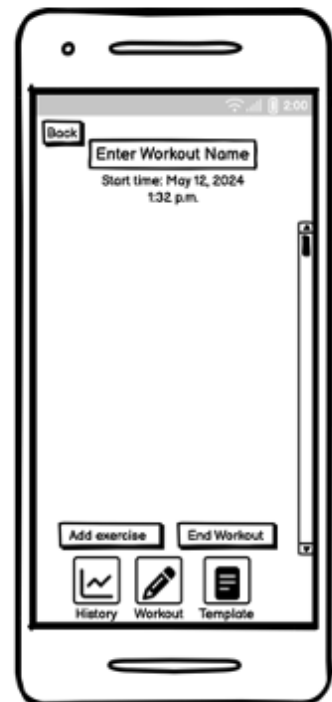
Homepage:



Log Workout
Homepage:

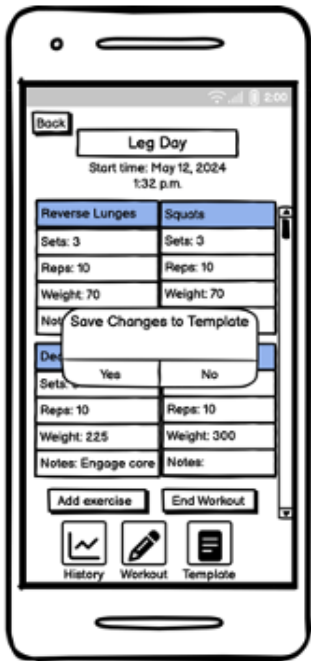


Log Freely:

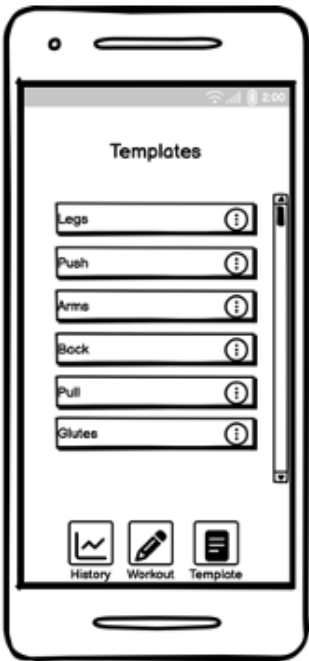


(If they press log freely,
then they add exercises in
themselves.)

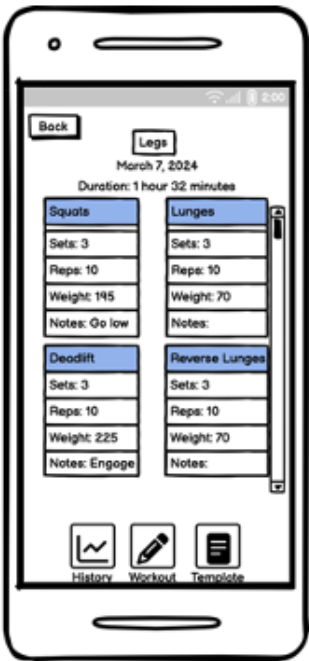
Alert to save changes to template



Template homepage



Edit template



(Click three dots to delete.
User can view the template
by pressing on it.)

(User can edit the
template.)

Add exercise

Back

Enter Workout Name

Start time: May 12, 2024
1:32 p.m.

Reverse Lunges
Sets: 3
Reps: 10
Weight: 70
Notes:

Add exercise End Workout

History Workout Template

(If they press log freely, then they add exercises in themselves.)

Log Freely- Save as template?

Back

Enter Workout Name

Start time: May 12, 2024
1:32 p.m.

Reverse Lunges	Squats
Sets: 3	Sets: 3
Reps: 10	Reps: 10
Weight: 70	Weight: 70
Notes:	Notes:

Save as Template

Set? Yes No

Reps: 10

Weight: 225

Notes: Engage core

Add exercise End Workout

History Workout Template

(Once the user has finished their workout, they press end workout, and the app will ask the user if they want to save the workout as a template. Either way the workout gets logged into the past workouts section.)

Log using template

Back

Leg Day

Start time: May 12, 2024
1:32 p.m.

Reverse Lunges	Squats
Sets: 3	Sets: 3
Reps: 10	Reps: 10
Weight: 70	Weight: 70
Notes:	Notes:

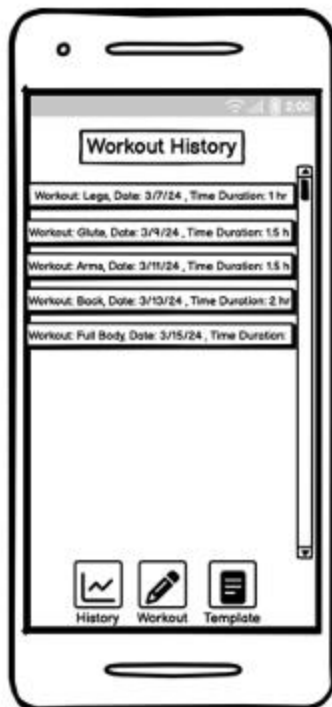
Deadlift	Leg Press
Sets: 3	Sets: 3
Reps: 10	Reps: 10
Weight: 225	Weight: 300
Notes: Engage core	Notes:

Add exercise End Workout

History Workout Template

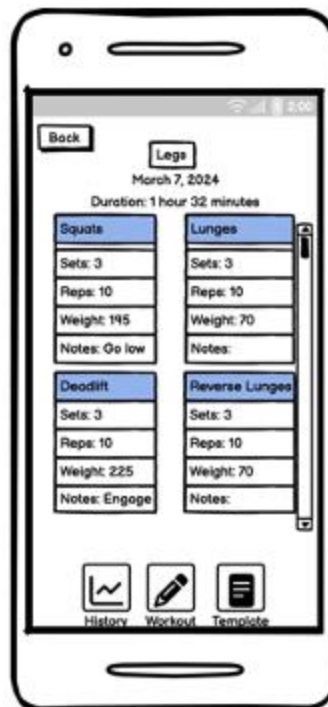
(Press use template, then chose their "Leg Day" template. The template will be immediately put into their logging place.)

Workout History



Swipe left to delete a logged workout. Tap left to view the workout details.

Selected workout from Workout History



User can only view their work out details here

Target Platform, Development Language, and Framework:

MuscleMate's target platform will be iOS. We will use Xcode IDE and Swift as our programming language. The framework we will use is SwiftUI. SwiftUI is Apple's modern UI framework that allows for building user interfaces declaratively. It offers a streamlined approach to UI development, providing a more intuitive and concise way to design the app's interface. By using SwiftUI, we can create a dynamic and responsive user experience that leverages the latest iOS features, ensuring that MuscleMate is both efficient and visually appealing. This framework supports rapid development and easier maintenance, making it an ideal choice for our project.

Projected Level of Effort in Hours to Complete the MVP:

Developing MuscleMate's Minimum Viable Product (MVP) involves a significant commitment of time and resources across various aspects of the project. The table below provides an estimate of the hours required for different types of tasks, assuming a fully staffed team.

Type	Team(s) Affected	Low (hrs)	High (hrs)
Analysis & Design	Project Manager, Designers	40	80
Development	Developers	200	300
Testing and Quality Assurance	QA Engineers	50	100
Systems Integration	Developers	30	50
Deployment	DevOps	10	20
Support and Maintenance	Developers, Support Team	60	100
Sales and Marketing	Marketing team	30	60
Total		390	710