CPSC 431 Project

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Interactive Weight Tracker

1. 4 Use Cases

   A. Use Case: Update profile picture

   B. Actor: Member

   C. Description: Member clicks on "Update Profile". The HTML form prompts the user to enter their personal information and select which file to upload for their avatar. Once the Member clicks "Submit", the profile is updated to reflect the changes, as well as the picture set as the new profile avatar.

   A. Use Case: Create users

   B. Actor: Manager

   C. Description: Manager clicks on to create an account. Manager is then prompted to enter the name of user, gender, weight, and goal. Once the Manager clicks on "Create User", the user and the associated details are added to the database.

   A. Use Case: Store meals in database

   B. Actor: Nutritionist

   C. Description: Nutritionist enters breakfast, lunch, dinner, and weight for the specified day. The data entered by the nutritionist will then be stored into the database logging each meal.

A. Use Case: Calculate weekly average weight

B. Actor: Weight Advisor

C. Description: Members will request their weekly average weight based on their daily entries. Weight advisor will calculate weekly average weight and determine if the member is working towards their goal. Weight advisor will then provide feedback to encourage the member to continue consistency.

2. UML Class Diagram

   a. Database tables

      A. Meals

         1. Date

         2. Username

         3. Breakfast

         4. Lunch

         5. Dinner

         6. Daily Weight

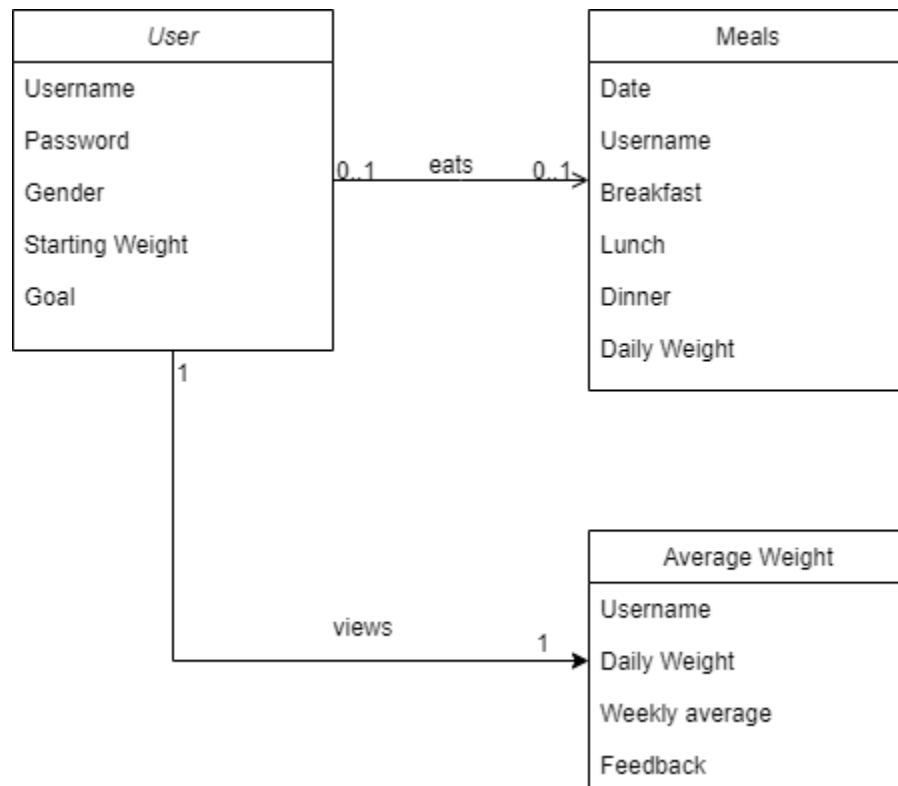   B. Accounts for each user

         1. Username

         2. Password

         3. Gender

         4. Starting Weight

         5. Goal

      C. Average Weight

1. Username

2. Daily weight

3. Weekly average weight

4. Feedback

Figure 1: Class diagram of weight tracker

User
Username
Password
Gender
Starting Weight
Goal

Meals
Date
Username
Breakfast
Lunch
Dinner
Daily Weight

0..1   eats   0..1

1

views   1

Average Weight
Username
Daily Weight
Weekly average
Feedback

3. 2 Wireframes

   a. UI elements

Figure 2 (above): Login screen

Figure 3 (below): User profile information