

GitHub link for the Program:

https://github.com/jrb688/Group12_Trainer_Tuesday/tree/Program/ProgramFiles

Trello link:

<https://trello.com/b/scFzvW9u/trainer-tuesdays>

To run the program download the GameLauncher.java file that can be found in the program branch and within the ProgramFiles folder. Also download the sample workout from the Workoutfiles folder as well. Currently, the program will need to be run in an IDE such as eclipse, and ran in debug mode for the user interface to display.

Program Technologies:

- Java
 - We decided to use the Java language since we are both familiar with it and there have been libraries created that will allow us to use ANT+.
- ANT+
 - We will be using ANT+ to communicate with the user's devices
 - This data will used to produce the power graphs as well as be exported to a user database.
 - There are open source libraries that others have created for using ANT+ that we plan to utilize and improve for our program's specific needs.

For this release, the program has mainly been designed to prototype the user interface as well as the use of ANT+. This program is not yet fully functional but will provide us with a better understanding of our user interface design and what will need to be completed in order to allow the use of ANT+ to communicate with the user's devices.

The GameLauncher will be the main user interface and the launchable java file. It will control and visually contain all of the other display classes. It will be updated as we write the other methods.

Group Participation

Nathan Franklin created the Gamelauncher.java file, provided program running instructions and uploaded this document to easy chair.

Josh Baker created a trial workout file for the program, outlined technologies that will be used and uploaded this document to GitHub.