Capstone_Stage1

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Push Up

Description

In this app user will know the list of exercises for different body parts. It also has a proper schedule maker where user can add his/her own timetable for a particular exercise. This app will help user to track his/her gym schedule and it'll also help with timer functions. And I'll try to add notifications as in for reminder which will encourage user to do exercise and stay healthy.

Application will be written solely in the Java Programming Language.

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Intended User

Person who wants to do gym seriously and person who needs to setup a proper gym days as per his body areas. So his instructor or the experienced person can create a schedule for him.

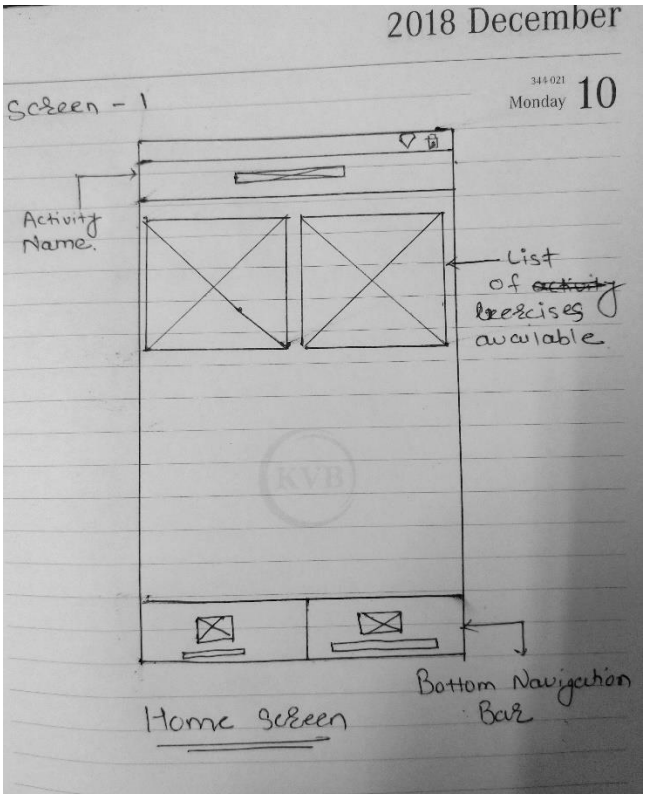
Features

List the main features of your app. For example:

- This app will help user to understand the exercise
- List of workouts
- Timer for each workouts
- App will implement Retrofit library for backend communications and async tasks handling.
- Once completed you can encourage friends by sharing that activity.
- Also added widget to get reminder on daily basis.
- Resources will be stored in the project including colors, strings, and themes inside resources or a common Constants class and called wherever needed in project.
- To support accessibility the will use the image descriptions

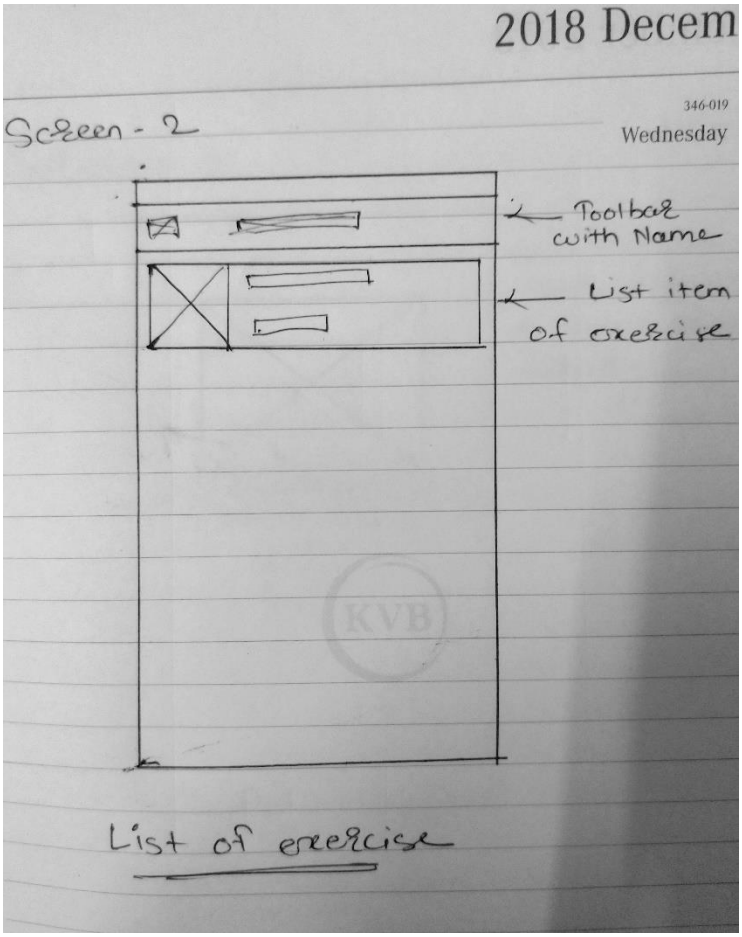
User Interface Mocks

Screen 1



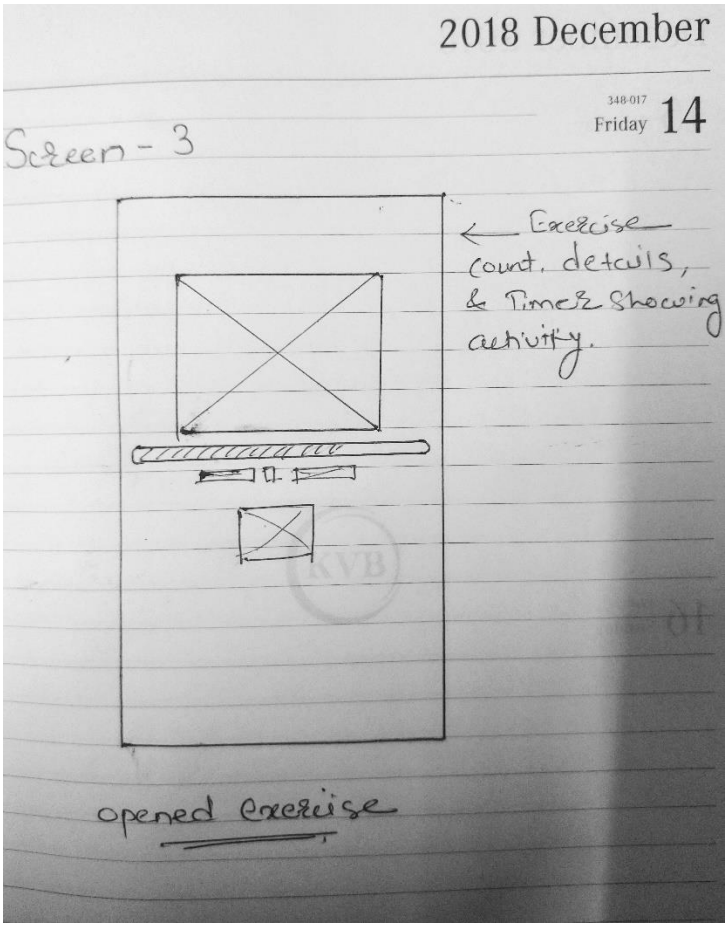
This is home screen which will show two fragments and navigation can be done from bottom navigation bar. Grid layout kind of design is used to show available body part's exercise.

Screen 2



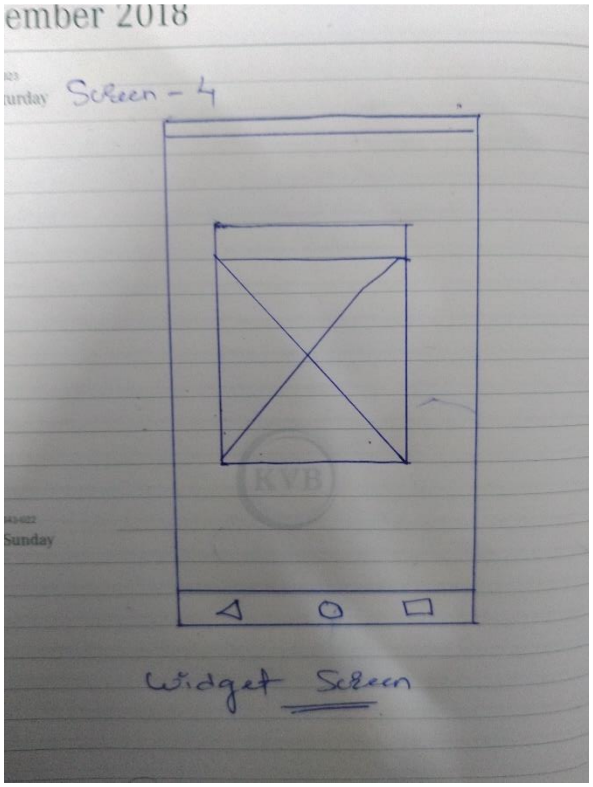
This is second screen where the particular body parts different exercise are shown.

Screen 3



This is third screen where the particular exercise will be shown with count and timer.

Screen 4



This is fourth screen where the current day's workout schedule is shown.

Key Considerations

How will your app handle data persistence?

Data will be handled with help of SQL and content provider.

Describe any edge or corner cases in the UX.

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Describe any libraries you'll be using and share your reasoning for including them.

Glide to handle the loading of images. And navigation tab bar library for smooth bottom navigation

compileSdkVersion 28
minSdkVersion 16
targetSdkVersion 28

Following are library names with versions

'com.github.devlight.navigationtabbar:navigationtabbar:1.2.5'
'com.android.support:support-v4:25.2.0'
'com.android.support:appcompat-v7:25.2.0'
'com.android.support:recyclerview-v7:25.2.0'
‘com.google.firebase:firebase-core:16.0.6
com.google.firebase:firebase-messaging:17.3.4
com.google.android.gms:play-services-ads:16.0.0
'com.android.support.constraint:constraint-layout:1.1.2'
'com.squareup.retrofit2:retrofit:2.5.0'

Describe how you will implement Google Play Services or other external services.

Google admob
Firebase notifications

Next Steps: Required Tasks

This is the section where you can take the main features of your app (declared above) and break them down into tangible technical tasks that you can complete one at a time until you have a finished app.

Task 1: Project Setup

- Configure libraries
- Update android studio versions
- Setup gradle dependencies
- Search appropriate libraries

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Homescreen which will explain the flow easily
- Build UI for list item
- Build UI for exercise activity and make it more interactive.

Task 3: Data models and Content Providers

- Create model classes
- Sqlite db setup
- Adapters for listviews.

Task 4: Impelementing Google play services

- Admob structure for revenue
- Firebase for notification services.

Task 5: Debugging and testing

- Utilization of test cases
- Looking for bugs and sorting it out