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Fit

Description

Fit is a app for helping you workout in the gym and keep fit. It's your gym bible.

Intended User

The app for gym goers and body builder.

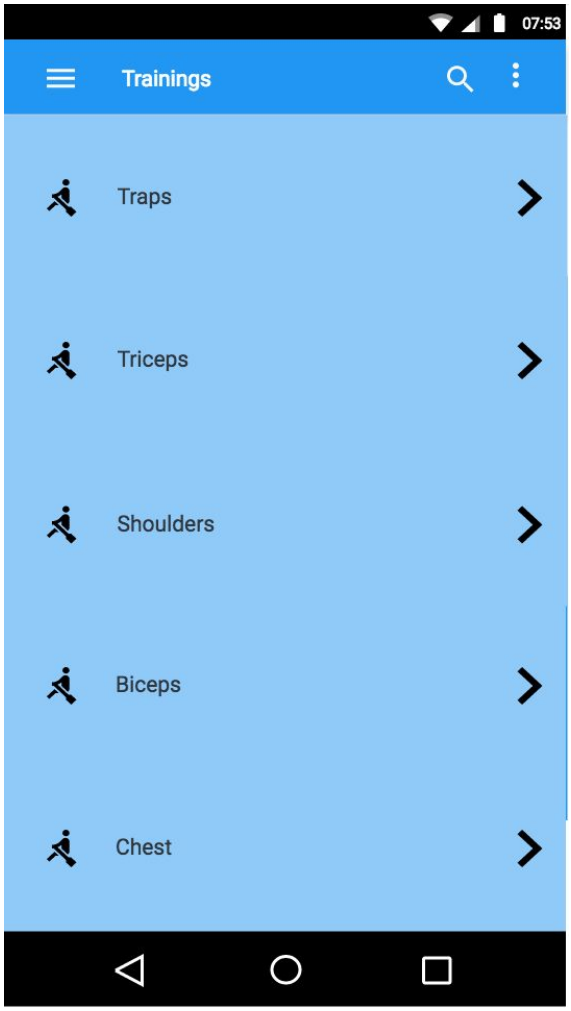
Features

- Basic knowledge about fitness and workout.
- Machines and training Instructions
- Training schedules and plans
- Diet plans

User Interface Mocks

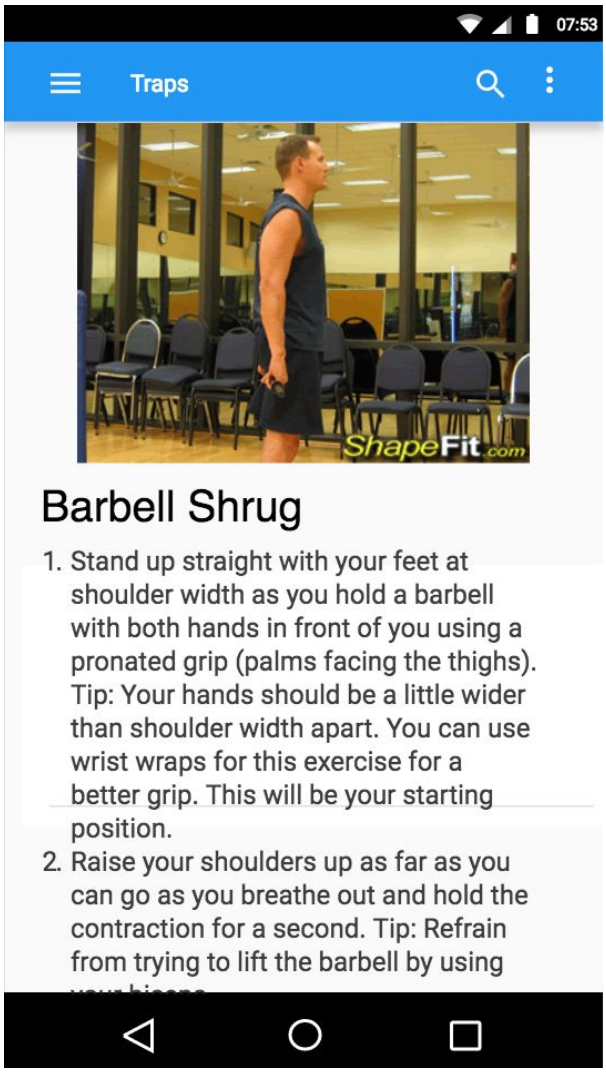
These can be created by hand (take a photo of your drawings and insert them in this flow), or using a program like Photoshop or Balsamiq.

Screen 1



The list muscles you want to train.

Screen 2



The instructions for the exercise.

Add as many screens as you need to portray your app's UI flow.

Key Considerations

How will your app handle data persistence?

The app will build a new Content Provider to persistence the data.

Describe any corner cases in the UX.

It's a basic list-detail view project. There shouldn't be many corner cases.

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

Will use Picasso or Glide to handle the loading and caching of images.
Will use Retrofit to handle HTTP requests if needed.
Will use gson to handle the JSON decoding.

Describe how you will implement Google Play Services.

1. Google Ads service
2. Analytics service
3. Will have a widget showing the current exercise demo image

Next Steps: Required Tasks

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

Task 1: Project Setup

- Configure libraries

Task 2: Implement UI for Each Activity and Fragment

- Build UI for Exercises list Activity
- Build UI for Exercise instruction Activity

Task 3: Fetch data from Content Provider