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Project One: Option 3 Weight Tracking

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For this project, the application that I have chosen is the weight tracking application. As someone who has just joined a gym and looking to improve my overall physical health, this application would help not only myself, but others track and meet their weight goals. The application has three major components for the users to interact with. These include daily weight, logins and passwords, and goal weight. The daily weight will keep track of the users weight by storing it in a table. This will allow the user to tack weight progression day-by-day. The login and password feature will be stored as a table to track each individual user. Finally, the goal weight will be stored as a constant in the table. This goal weight is a constant since this is set by the user and should not be changed. The application will have to include several different functions. These functions include allowing the user to sign in, adding in a daily weight, and adding a goal weight. Additionally, the user should be able to be send notification about their weight progress.

There are several users that would be interesting in using this application. For example, people, like myself, between the ages of 25-45 that are interested in leading and maintaining a healthier life style. Other users for this application could be those that are in sport such as weightlifting or wrestling of any age. Since wrestlers have to make and maintain their weight to participate in their desired fighting class, this application would be perfect for them to track their goals. Additionally, people that participate in sports can use this application to ensure their overall physical goals are being met. Lastly, another group of people that would be interested in this application would be anyone between the ages of 18-60 that have to maintain a certain weight for their professional careers. For example, those that are in the military are required to maintain a certain level of fitness. This application can help those maintain and track their weight.

The screens and features that are necessary to create a user-centered UI include a login screen to allow the user to access their personal content. This screen will utilize buttons to allow the user to click on to enter their username and password. Additionally, a graph screen that tracks the users daily weight and displays the information in an easy to understand manner. On the graph screen a button can be used to allow the user to interact with to track and chart their daily weight. This daily weight will then be added to the chart. There should also be a butting on the graph screen that will allow the user to set their goal weight. This goal weight will then be used on the graph as a line to show users where their goal is on the graph. Finally, a button can be enabled to allow users to receive notifications. In particular, notifications to remind the user to take their weight at a specific time of day, since weight changes throughout the day, as well as a notification for when they reach their targeted weight.

For logical progression through the application, when users click on the application, they will be taken to the login screen. This login screen will allow users to either register an account, or log into an existing account. Once the user has entered the appropriate credentials, they will then be taken over to the home page. This home page will have the chart displayed, and the buttons to customize their weight and goals. When the Daily weight button is pressed, it will take users to a screen where they can add their weight. Once added, the application will return the user back to the main screen to see the chart. Likewise, when the user clicks on the weight goal button, users will be taken to a screen that prompts them to enter their targeted goal. Once entered, the user will be returned back to the home page.

The login screen will prompt the user to enter their username and password. This feature will accept a string since users can use letters, numbers, and symbols to make their username and password. When the login button is clicked, the system will then check the users credentials. This will be done by comparing the username and password information table that is stored in the applications database with what has been entered by the user. If the user’s information is correct, and matches one found in the database, then the user’s home screen will be displayed. If the users information does not match the database, then they will be informed and prompted to re-enter their credentials. Once on the home page, if the user clicks on the button to add daily weight, then a screen will be produced prompting the user to chart their weight. Once this has been done, the users weight and date entered will be added to the graph on the home page. If the user clicks on the weight goal button, then another screen will be produced allowing the user to set their targeted weight. This information will then be stored in the database table. Lastly, if the user checks the check box to receive notification, the system will send a notification to the user reminding them to chart their weight, as well as notifying the user when the targeted goal weight has been reached.