Run Together! Release 2 Scenario

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In release one we had the users to entail the user registration process, adding friends to one's social network, and the backend database needed to store user/login information. The features that we will release in the release 2 is after the user signed into the app the user can see the social screen where he can send a message to an individual.

Scenario "Social Screen"

Once a user successfully logs into their account, they will be able to access the Main Screen. In the main screen there are two options the first one will be the find friends where the user can search for friends. In scenario 1 we have already implemented the find friends functionality. In this scenario we will have features in which the user can see the social screen. In the social screen there are four options to select.

1. Text Individual
2. Individual run
3. Fitness History
4. Schedule event

Text Individual

Here, the user can send or receive messages from friends on their friends list. They will be able to text, send emojis, and send media files up to 10 MB in size. They can also use the **Run Together** feature to start running a selected path together.

Individual Run and Run Together

Here, the user can start an individual run or choose to run together with a friend where they can select two options: normal one and challenge run.

Normal run is the option where the user can take a casual run with no goals to achieve.

Challenge run is the option where the user can set their own challenges or can break their own records to achieve the goals they desire.

Schedule Event

Here, the user will be able to hold a public event run where all users will be able to see these events and join in if they wish to. The user setting up the event can select the starting point, ending point, date and time of the event. The user will also be able to choose what type of event this will be: Regular run or Challenge run. Should the user choose the type to be Challenge run, they will be able to set specific goals. Some examples of these goals would be: first one to reach the end point, find the shortest distance from the starting to end point, etc.

Fitness History

Here, the user will be able to check their own records like highest speed ever ran, slowest speed ever ran, longest distance ever ran, shortest distance ever ran, routes ran, calories burned, and a few other records. With this, the user will be able to see their progress from when they started running to the present.
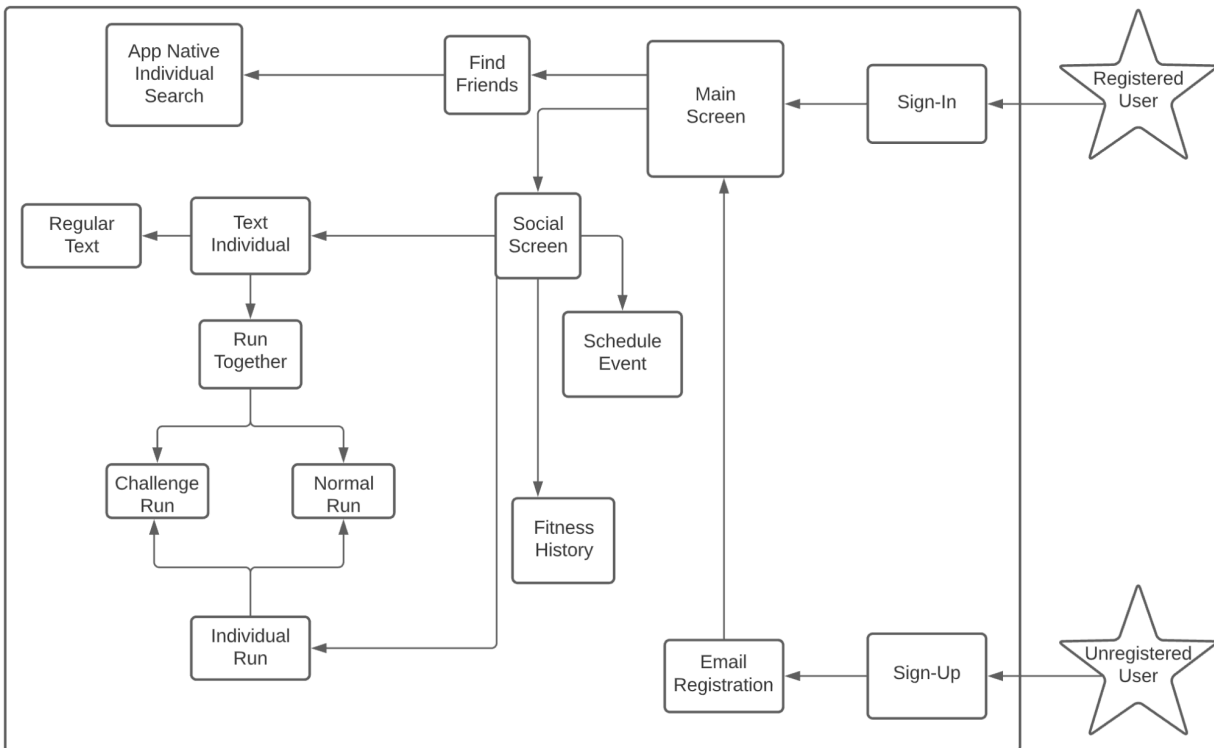

Diagram Showing how the App will Work