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LANGUAGES AND COMPILERS**



AthMeet Fitness Social Media Application

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Introduction:

As a person who spends 8 hours of their week in the gym, building a project that is geared towards fitness was all but inevitable. The fitness lifestyle is something many developers strive to improve with their own apps, and for good reason. People have an innate desire to improve their bodies both mentally and physically, however, the latter is often overlooked due to laziness and lack of drive. Often, people are overwhelmed by their lack of knowledge which ultimately ends up leading them to unhealthy lifestyles. There are few platforms that focus on fitness in a social way, which is what the sector needs to grow. A social media style app that encourages people to educate themselves, as well as facilitates the partaking of physical activities will be something that can influence people into leading better lifestyles for themselves.

Athletes Meet is an app designed to help those interested in fitness to socialize with other people who have similar interests and goals. Users of the app will be welcomed with posts primarily pertaining to fitness and a healthy lifestyle. These users will be able to interact with each other, share educational posts, and even connect with users who are looking for partners in their activities.

This app will be designed in a way that will be familiar to users of popular social media apps such as Twitter, Instagram, and Facebook, so that it will be easy to transition to and use for new users. Following a similar style and layout will reduce the make the app feel natural since users already have an understanding of the basic principles of the app's design. Athletes Meet features a feed that shows users the posts of accounts they are following, and allows them to share posts with other accounts.

There is an explore page that features posts from profiles that the user is not following, which will introduce users to new content that they may find interesting. The AthletesMeet tab is a specialized feature that finds people who the user can potentially perform activities with. It uses an algorithm that checks for mutual interests and goals and pairs users with those it calculates to have a high compatibility with.

User Documentation:

Project Description:

The main objective of this project is to create an easily navigable social media app, that can also serve as a meeting ground for athletes. Users will be able to create a profile that displays their athletic interests and information about their training, including their level of progression in their sport, as well as where they primarily train at. This information is readily available to all users in order to facilitate the meeting process, and provides key information when it comes to the AthleteFinder.

AthMeet at its core is still a social media application, so a feed of posts from a user's subscribed profiles is on the front page. Each post contains text and can feature an image of the user's choice, and it can be upvoted as well as shared to other users in the private messages.

AthMeet is created through React Native, a framework that offers developers tools for creating mobile applications with JavaScript at its core. React Native is developer friendly and greatly simplifies the development process of applications by giving templates of common application layouts such as the Bottom Tab Navigator that is used for AthMeet. React Native also allows applications to be used across multiple platforms including iOS, Android, and web browsers.

This project makes use of cloud services so as to avoid purchasing and upkeep servers. Firebase is a Google hosted cloud service that provides all the necessary storage and functions for this project at no additional cost.

Bottom Tabs

AthMeet uses a bottom tab navigation style so as to facilitate the user experience. Many major social media apps such as Reddit, Twitter, and Instagram use this feature, and users will recognize the format immediately. The advantage of using this navigation style is that it simplifies the application into distinct categories. For

AthMeet, the bottom tabs are Home, Search, AthleteFinder, and Profile, and the Home tab is the default page after logging in.

The Home tab will house the main feed containing posts made by users. The user can scroll down to continue reading posts that are pulled from the server. Featured at the top of the Home tab is the private messages button, which when pressed will navigate users to the private messages screen. This screen contains a list of all ongoing conversations that the user is engaged in, and pressing on a conversation will take the user to the screen of the conversation.

The Search tab will offer the user the option to search for other profiles by typing in their username or profile name.

The AthleteFinder tab will be a unique feature of AthMeet which caters to those looking for partners in particular sports and activities. In this tab, users will be shown a list of profiles with matching interests. This tab takes into account the different personal details that users save to their profile including main and side sports, level of progression in their sports, and their selected gyms. The Athlete finder is meant to connect people who may have similar training regimens, so the level of progression is important here. Furthermore, the page features a filter button that navigates to another screen where the user will be able to change what they are looking for from the AthleteFinder, and this may be a change in sport, level, or gym.

The Profile tab shows the user their own profile in the way it would be shown to other users. This includes their main profile attributes, their following and followers, and a list of posts they have posted. On this page there is an edit button that will allow the user to quickly make changes to their profile. The button will navigate to another screen where the user may change their name, profile picture, gym, sports, and level.

Developer Documentation:

Tools used

Reactnative

Expo

Yarn

Nodejs

Android studio

TEST CASES

Login/registration Authentication

Messages

Bottom Tab Navigator		
Test	Goal	Outcome
Click on Home Tab	Navigates to Home Tab screen	
Click on Search Tab	Navigates to Search Tab screen	
Click on AthleteFinder Tab	Navigates to AthleteFinder Tab screen	
Click on Profile Tab	Navigates to Profile Tab screen	

Home Tab		
Test	Goal	Outcome
Click on Messages Icon on the header	Navigates to private messages screen	
Click on New Post button	Navigates to New Post screen	
Click on post's username or name	Navigates to users profile	
Click on Like button	Changes like button color, and adds like to the like count	
Click on share	Brings up tab showing users to share to	
Click on comment	Navigates to the comments screen	

New Post Screen		
Test	Goal	Outcome
Click on content text input box	Brings up keyboard	
Click on image text input box	Brings up keyboard	
Click on Post button	Posts new post, and navigates back to home screen	
Click on Back button	Returns to home screen	

Search Tab		
Test	Goal	Outcome
Click on search bar	Brings up keyboard	
Typing a username and pressing enter	Navigates to profile with matching username	

AthleteFinder Tab		
Test	Goal	Outcome
Click on filter button	Navigates to filter settings screen	
Click on users name or username	Navigates to user's profile	

Profile Tab		
Test	Goal	Outcome
Click on edit button	Navigates to profile settings screen	
Click on following	Navigates to screen showing users followed by the profile	
Click on followers	Navigates to screen showing users following the profile	

