

## Milestone 2

### Workout Diary

#### **Wireframe / Prototype of the app (Figma):**

<https://www.figma.com/file/ddjjAWJVDLAORo01tGUHJ6Pg/Workout-Diary>

#### **Live interaction (Invision - iPhone prototype):**

<https://projects.invisionapp.com/share/X4EQ69HC2#/screens>

#### **How the app works:**

After loading into the app, the user will be presented with a screen with two different layers. The top layer, where the user can input their activity and the bottom layer, which is also split between trophy case and a feed of previous activities. Here are the steps to enter an activity:

- a. Press on the textview which says "What did you do today?"
  - i. User can enter a variety of different activity, including sports, yoga, dance, etc.
- b. Choose the amount of time you spent doing this activity.
  - i. User will interact with a slider to choose the duration. The duration can be anywhere from 10 minutes - 120 minutes.
- c. Choose a category where the activity fits best.
  - i. User will choose a category for their activity from the premade list. For example, "playing soccer" will go in as "sports".
- d. Press the save button.
  - i. This will save that particular entry and display it in the feed.
- e. The entry will be displayed in the bottom half of the screen, in the feed.
  - i. A rectangular colored block will show the time and date when the entry was saved. The color will coordinate with different category. For example, sports can be red, yoga can be blue and so on.
- f. \*If an user unlocks an achievement, a toast/alert will be displayed with the title of the achievement and an icon.
  - i. The achievement will also be displayed in the feed.
- g. The feed will be a continuous view where the user can scroll through.

#### **Logic / Algorithms needed for my app:**

- a. A way to save data locally on android.
  - i. Using key value pairs to save data locally on android using SharedPreferences API.
- b. Unlocking different achievements.
  - i. Making different conditional statements to check for different criteria of the achievement. For example, I was thinking to make a variable that counts how many times an user will logs in per day. This variable will start at 0 in the beginning of the day and will increment every time there is an entry. If the user makes 3 entry in a day, they get an achievement.

- c. Scrolling feed on the bottom half of the app by using ScrollView.

**Contents needed for the app:**

I will be creating all of my trophies on my own, using illustrator. Couple of the achievements I have so far are influenced by the fitbit / health app but it will be unique.

**Logo Idea:**

