Guide TrailFit application

Admin/Developer

PRODUCTS

Add product(s)

A new product requires:

- New entries in the database via a new version script (backend)***
  ex. V3__AddProducts.sql
  Add product

```
insert into trailfit_schema.product (product_id, rain_resistant, image_url, date_modified, user_modified)
values
    ( product_id 1, rain_resistant false, image_url 'https://productimage011.asadventure.com/productimages/316x474/b21aaa0172_7242_03_be.jpg', date_modified now(), user_modified 'Quinten Bosch'),
```

  Add product translation (1 for each language)^^
  (shop_url = link to webshop with correct filter)

```
insert into trailfit_schema.product_translation (product_translation_id, product_id, language_id, name, shop_url, date_modified, user_modified)
values
    ( product_translation_id 1, product_id 1, language_id 1, name 'A-laag', shop_url 'https://www.asadventure.com/nl/c/wandelen/wandelschoenen/categorie-a-laag.html', date_modified now(), user_modified 'Quinten Bosch'),
    ( product_translation_id 2, product_id 1, language_id 2, name 'A-bas', shop_url 'https://www.asadventure.com/fr/c/randonnee/chaussures-randonner/categorie-a-bas.html', date_modified now(), user_modified 'Quinten Bosch'),
    ( product_translation_id 3, product_id 1, language_id 3, name 'A-low', shop_url 'https://www.asadventure.com/en/c/walking/walking-shoes/category-a-low.html', date_modified now(), user_modified 'Quinten Bosch'),
    ( product_translation_id 4, product_id 1, language_id 4, name 'A-Lage', shop_url 'https://www.asadventure.com/en/c/walking/walking-shoes/category-a-low.html', date_modified now(), user_modified 'Quinten Bosch'),
    ( product_translation_id 5, product_id 1, language_id 5, name 'A-capa', shop_url 'https://www.asadventure.com/en/c/walking/walking-shoes/category-a-low.html', date_modified now(), user_modified 'Quinten Bosch'),
```

- An image for the product, gathered from the webshop in 316x474 format.
  ex.
  https://productimage011.asadventure.com/productimages/316x474/b21aaa0172_7242_03_be.jpg

Edit product(s) information

An update to product information requires:

- Edit entry in the database via a new version script***
  ex. V4__EditProductInformation.sql^

```
update trailfit_schema.product
set rain_resistant = true,
    date_modified = now(),
    user_modified = 'Your name'
where product_id = 1;
```

Edit product(s) image(s)

An update to the product image requires:

- New url to an image
  ex.
  https://productimage011.asadventure.com/productimages/316x474/b22acb0028_7268_03_be.jpg

- Edit entry in the database via a new version script***
  ex. V5__EditProductImage.sql^

```
update trailfit_schema.product
set image_url = 'https://productimage011.asadventure.com/productimages/316x474/b22acb0028_7268_03_be.jpg',
    date modified = now(),
    user_modified = 'Your name'
where product_id = 1;
```

Delete product(s)

A delete of a product requires:

- Delete an entry from the database via a new version script***
  ex. V5__DeleteProduct.sql
  Delete from product table:

```
delete from trailfit_schema.product
    where product_id = 1;
```

  Delete from walking trail product table:

```
delete from trailfit_schema.walking_trail_product
    where product_id = 1;
```

  Delete from product translation table:

```
delete from trailfit_schema.product_translation
    where product_id = 1;
```

LANGUAGES

Add new language

A new language requires:

- A new entry in the database via a new version script***
  ex. V6__AddLanguage.sql

```
insert into trailfit_schema.language (language_id, language_code, language, date_modified, user_modified)
values
    ( language_id 1, language_code 'NL', language 'Dutch', date_modified now(), user_modified 'Quinten Bosch'),
```

- Add new translations in all trailfit_schema…_translation tables in the new version script (1 per surface_id for example)***

```
insert into trailfit_schema.surface_translation (surface_translation_id, surface_id, language_id, name, date_modified, user_modified)
values
    ( surface_translation_id 1, surface_id 1, language_id 1, name 'Verharde paden', date_modified now(), user_modified 'Quinten Bosch'),
```

- Add a new language file to /locales folder (frontend)*
  ex. nl.json (check other files to see required translations)
- Add the new language to the supported languages in the i18n.tsx file (frontend)*
  ex.

```
supportedLngs: ['nl', 'fr', 'en', 'de', 'es'],
```

- Add a new resource entry in the i18n.tsx file (frontend)*
  ex.

```
resources: {
  nl: { translation: nl },
  fr: { translation: fr },
  en: { translation: en },
  de: { translation: de },
  es: { translation: es },
},
```

Delete a language

A delete of a language requires:

- Delete an entry from the database via a new version script***
  ex. V7__DeleteLanguage.sql

```
delete from trailfit_schema.language
  where language_id = 1;
```

- Delete all translations from all trailfit_schema…_translation files using the new version script***

```
delete from trailfit_schema.surface_translation
  where language_id = 1;
```

- Delete the related language file in the /locales folder (frontend)*
- Delete the language from the supported languages in the i18n.tsx file(frontend)*
- Delete the related resource entry in the i18n.tsx file (frontend)*

SURFACES

Add a surface

A new surface requires:

- New entries in the database via an new entry script***
  ex. V10__AddSurface.sql
  The new surface entry:

```
insert into trailfit_schema.surface (surface_id, date_modified, user_modified)
values
    ( surface_id 1, date_modified now(), user_modified 'Quinten Bosch');
```

  The translations entry (1 per language):

```
insert into trailfit_schema.surface_translation (surface_translation_id, surface_id, language_id, name, date_modified, user_modified)
values
    ( surface_translation_id 1, surface_id 1, language_id 1, name 'Verharde paden', date_modified now(), user_modified 'Quinten Bosch'),
    ( surface_translation_id 2, surface_id 1, language_id 2, name 'Chemins pavés', date_modified now(), user_modified 'Quinten Bosch'),
    ( surface_translation_id 3, surface_id 1, language_id 3, name 'Paved paths', date_modified now(), user_modified 'Quinten Bosch'),
    ( surface_translation_id 4, surface_id 1, language_id 4, name 'Harte Wege', date_modified now(), user_modified 'Quinten Bosch'),
    ( surface_translation_id 5, surface_id 1, language_id 5, name 'Caminos pavimentados', date_modified now(), user_modified 'Quinten Bosch');
```

ACCESSIBILITIES

Add a new accessibility

A new accessibility requires:

- New entries in the database via a new entry script***
  ex. V11__AddAccessibility
  The new accessibility entry:

```
insert into trailfit_schema.accessibility (accessibility_id, date_modified, user_modified)
values
    ( accessibility_id 1,  date_modified now(),  user_modified 'Quinten Bosch');
```

  The translations entry (1 per language):

```
insert into trailfit_schema.accessibility_translation (accessibility_translation_id, accessibility_id, language_id, name, date_modified, user_modified)
values
    ( accessibility_translation_id 1,  accessibility_id 1,  language_id 1,  name 'Toegankelijk voor kinderwagens',  date_modified now(),  user_modified 'Quinten Bosch'),
    ( accessibility_translation_id 2,  accessibility_id 1,  language_id 2,  name 'Accessible aux poussettes',  date_modified now(),  user_modified 'Quinten Bosch'),
    ( accessibility_translation_id 3,  accessibility_id 1,  language_id 3,  name 'Accessible for strollers',  date_modified now(),  user_modified 'Quinten Bosch'),
    ( accessibility_translation_id 4,  accessibility_id 1,  language_id 4,  name 'Barrierefrei für Kinderwagen',  date_modified now(),  user_modified 'Quinten Bosch'),
    ( accessibility_translation_id 5,  accessibility_id 1,  language_id 5,  name 'Accesible para cochecitos',  date_modified now(),  user_modified 'Quinten Bosch');
```

WALKING TRAILS

ADD A NEW WALKING TRAIL

A new walking trail requires:

- New entries in the database via a new entry script***
  ex. V11__AddTrail
  New route entry:

```
insert into trailfit_schema.route (route_id, start_latitude, start_longitude, end_latitude, end_longitude, date_modified, user_modified)
values
    ( route_id 1,  start_latitude '50.761782186988114',  start_longitude '5.761671836997567',  end_latitude '50.76233291349208',  end_longitude '5.778847368992933',  date_modified now(),  user_modified 'Quinten Bosch');
```

  New walking trail entry:

```
insert into trailfit_schema.walking_trail (trail_id, distance, dog_welcome, playing_nature, date_modified, user_modified, route_id, province_id, wheelchair_accessibility_id, stroller_accessibility_id)
values
    ( trail_id 1,  distance '4.1 km',  dog_welcome true,  playing_nature true,  date_modified now(),  user_modified 'Quinten Bosch',  route_id 1,  province_id 7,  wheelchair_accessibility_id 7,  stroller_accessibility_id 2);
```

  New walking trail surface entries (1 per surface of trail):

```
insert into trailfit_schema.walking_trail_surface (trail_surface_id, trail_id, surface_id, date_modified, user_modified)
values
    ( trail_surface_id 1,  trail_id 1,  surface_id 2,  date_modified now(),  user_modified 'Quinten Bosch');
```

  New walking trail product entries (1 per product of trail):

```
insert into trailfit_schema.walking_trail_product (trail_product_id, trail_id, product_id, date_modified, user_modified)
values
    ( trail_product_id 1,  trail_id 1,  product_id 1,  date_modified now(),  user_modified 'Quinten Bosch'),
    ( trail_product_id 2,  trail_id 1,  product_id 2,  date_modified now(),  user_modified 'Quinten Bosch'),
    ( trail_product_id 3,  trail_id 1,  product_id 3,  date_modified now(),  user_modified 'Quinten Bosch');
```

  New walking trail translation entries (1 per language):
  Ex. See V2__FillTables.sql (backend) in walking_trail_translation table.
- Add new background image to /assets/images/backgrounds/ (frontend)*
  Ex. trail13.jpg
- Add new map image to /assets/images/maps/ (frontend)*
  Ex. trail13.png
- New entries in /utils/imageSources.ts (frontend)*
  Background image:

```
13: require('../assets/images/backgrounds/trail13.jpg'),
```

Map image:

```
13: require('../assets/images/maps/trail13.png'),
```

UPDATE A WALKING TRAIL

An update to a walking trail requires:

- Updates in the database using a new entry script***
  Ex. V12__UpdateWalkingTrail.sql
  Update to route (if you want to change route)^:

```
update trailfit_schema.route
set start_latitude = '51.07775460143063',
    start_longitude = '3.3543302476075354',
    end_latitude = '51.07775460143063',
    end_longitude = '3.3543302476075354',
    date_modified = now(),
    user_modified = 'Your name'
where route_id = 1;
```

  Update to walking trail entry (if you want to change trail information)^:

```
update trailfit_schema.walking_trail
set distance = '7.2 km',
    dog_welcome = false,
    playing_nature = true,
    wheelchair_accessibility_id = 6,
    stroller_accessibility_id = 1,
    date_modified = now(),
    user_modified = 'Your name'
where trail_id = 1;
```

  Update to walking trail surface entry (if you want to add a surface):
  See add new walking trail.
  Update to walking trail product entry (if you want to add a product):
  See add new walking trail.
- Update background image in /assets/images/backgrounds/ (frontend)*
  If this is what you want to change.
- Update map image in assets/images/maps/ (frontend)*
  If this is what you want to change.

DELETE A WALKING TRAIL

A delete of a walking trail requires:

- Deletes in the database using a new entry script***
  Ex. V13__DeleteWalkingTrail.sql
  Delete the related route:

```
delete from trailfit_schema.route
 where route_id = 1;
```

Delete the walking trail:

```
delete from trailfit_schema.walking_trail
 where trail_id = 1;
```

Delete the related walking trail surface entries:

```
delete from trailfit_schema.walking_trail_surface
    where trail_id = 1;
```

Delete the related walking trail product entries:

```
delete from trailfit_schema.walking_trail_product
 where trail_id = 1;
```

Delete the related walking trail translations:

```
delete from trailfit_schema.walking_trail_translation
    where trail_id = 1;
```

- Delete background image from /assets/images/backgrounds/ (frontend)**
- Delete map image from /assets/images/maps/ (frontend)**
- Delete related image entries in /utils/imagesSources.ts**

LAUNCH OF APPLICATION

Get build artifacts

Build artifacts require:

- Make sure configuration of frontend to backend is correct. See /config/config.ts (frontend). API_BASE_URL needs to be the url of the api.
- Expo account
- Apple developer account (if you want to launch in App Store as well)
- Get the packages
    - Install EAS CLI:
      npm install -g eas-cli
    - Log into your expo account:
      eas login
    - Configure EAS build:
      eas build:configure
        - Creates eas.json → Customization build profiles (Android to .aab file)
    - Start build:
        - Android:
          eas build --platform android
        - IOS (needs apple developer account and macOS):
          eas build --platform ios

    - Download build artifacts:
      You can download the artifacts via the given links.

Launch of application

Prerequisites for both platforms:

- An app icon:
    - See /assets/images/ folder in frontend (logo1024x1024.png)
- 1-3 screenshots (preview in store)
    - See
- Privacy policy URL
    - Not yet made
- Build artifacts
    - See “Get build artifacts”
- App name
    - TrailFit
- Description
    - See
- Keywords
- Support URL
- Contact information

Play store

- Create Google Developer account (1-time $25 fee)
- Play Console → All apps → Create app
    - Fill in:
        - App name
        - Default language (dutch)
        - App or game (app)
        - Free or paid (free)
        - Accept policies
- Set up store listing
    - Add:
        - Short & full description
        - App icon (512x512)
        - Feature graphic (1024x500)
        - Screenshots
        - Category & contact information
        - Privacy policy URL
- App content & targeting
    - Content rating questionnaire
    - Target audience and age group
    - Declare data collection practices

    - Ads: indicate if your app uses ads
- Upload the build
    - Go to Release → Production → Create release
    - Choose signing method
    - Upload you .aab file
    - Add release notes
- Review and submit
    - Fix any policy warnings
    - Click “Review release” → “Start rollout to production”
    - App will be reviewed by Google (~1-7 days)

App store

- Create an Apple Developer account ($99/year)
- Create an app record
    - Go to https://appstoreconnect.apple.com/
    - “My Apps” → “+” → New App
    - Fill in:
        - Platform: IOS
        - Bundle ID (must match you build)
        - SKU (just a unique ID)
        - App name, language
- Upload .ipa using Transporter
    - Open Transporter (free on Mac App Store)
    - Sign in with your Apple ID
    - Drag and drop the .ipa → Click “Deliver”
    - Wait until it’s processed (~15-30 min)
- Add store listing info
    - Add:
        - App name & description
        - Keywords
        - Screenshots
        - App icon (from Xcode)
        - Support/contact info
        - Privacy policy URL
- Submit for review
    - Create a new version
    - Select your uploaded build
    - Add review notes and test credentials
    - Submit to App Review
- Wait for review
    - Apple usually takes 1-3days
    - You’ll be notified by email

*Requires update to frontend

**Deletion of these images is recommended with next frontend update

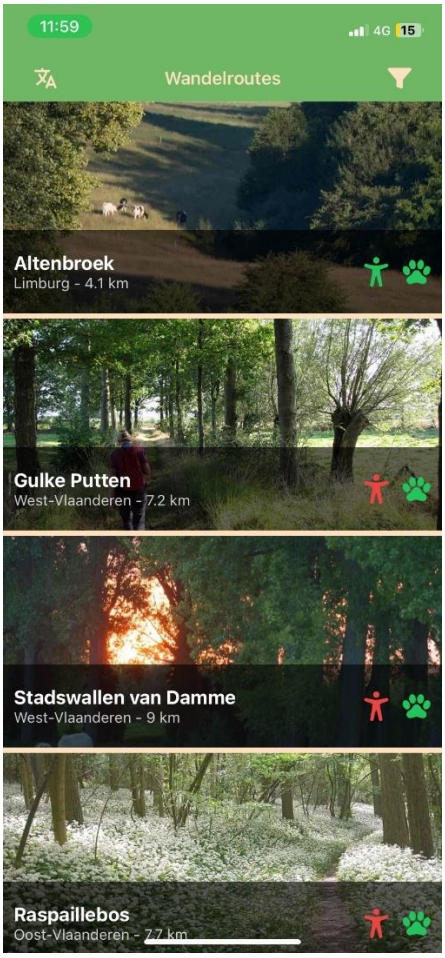
***Requires execution of these scripts

^date_modified and user_modified are required, the others aren’t^

^^Dutch translation = Dutch version of webshop, … German and Spanish = English

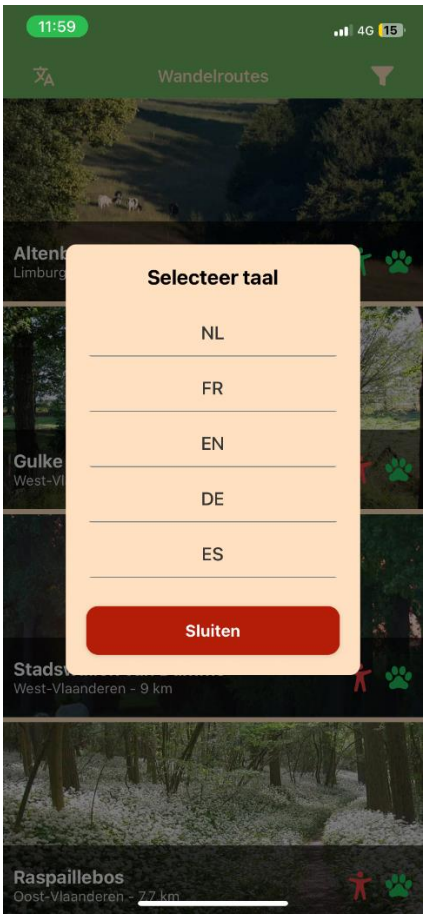
User

Home screen



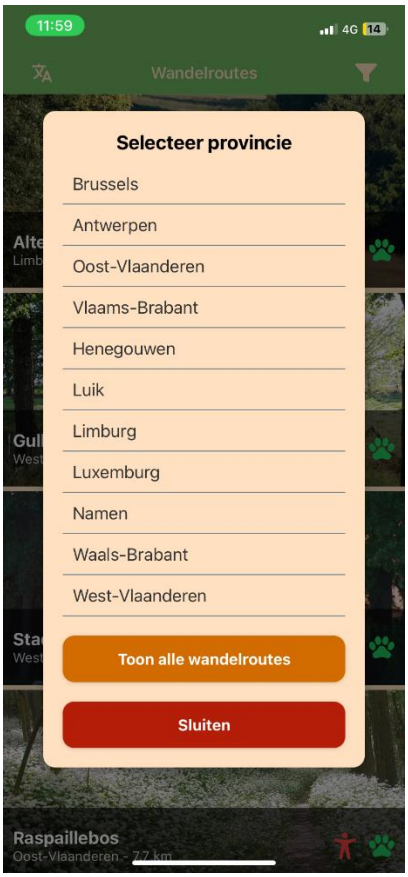
When the user arrives at the home screen of the application, he/she can see all walking trails listed in a flatlist. The user can see the name, province, distance, dog friendliness and whether it is playing nature or not (icons). At the top of the screen you can see 2 icons, the left one is used to open up the language modal, the right one for the province modal.

Language modal



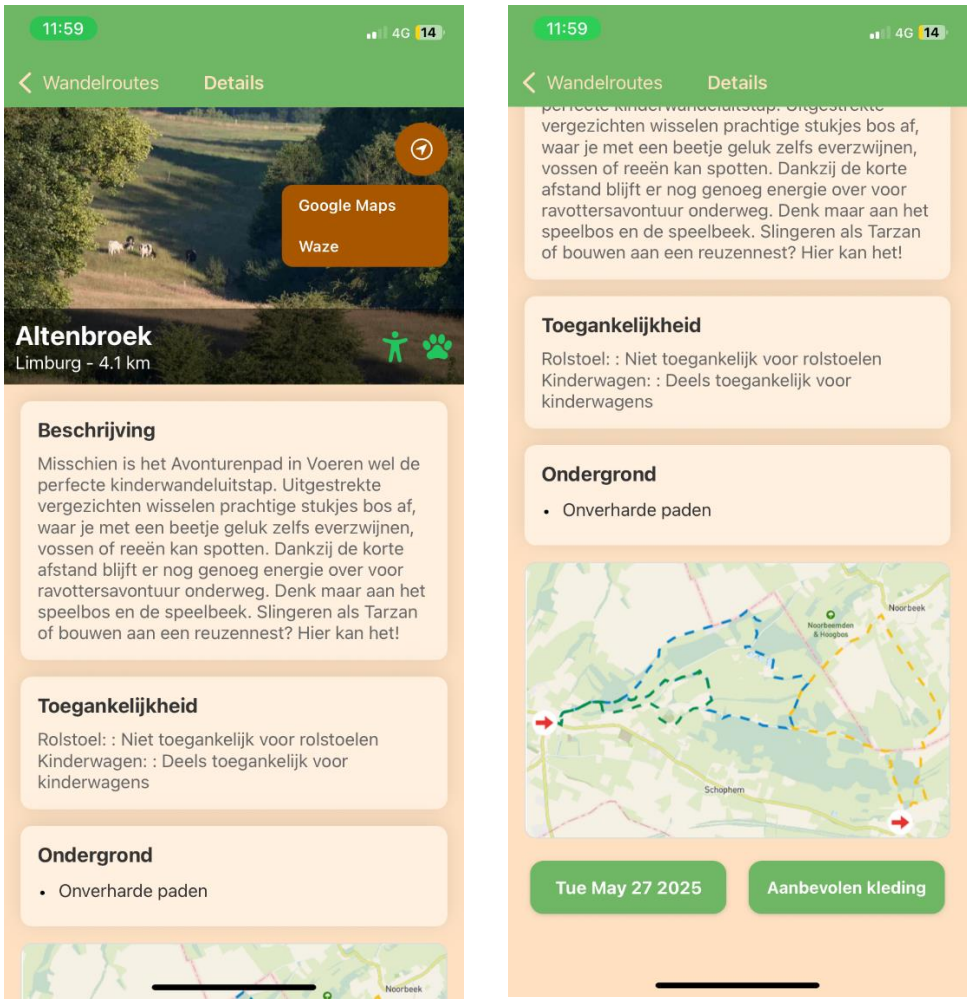
In the language modal you can select the language in which you would like to use the application. Selecting a language will close the modal and reload the application in the right language.

Province modal



The province modal displays all provinces in Belgium, when you select one, the application will display only the walking routes in this province. To reset it, you can press the “Show all trails” button (orange).

Detail screen



When a trail is clicked, the detail screen is opened. Here you can see detailed information about the walking trail like a description, the accessibility for wheelchairs and strollers, the surfaces and a map of the route. At the top right you can see a navigation icon, when clicked it opens a small menu where you can select Google Maps or Waze. These will send you to the chosen app with navigation to the starting point of the trail. At the bottom of the page you will find 2 buttons, the left one is for choosing a date for which you want recommended clothing and the right one is to open up the recommendation modal.

Recommendation modal

In het recommendation modal, all recommended clothing is shown based on the weather of the chosen date (and the surface of the walking trail). When there is no recommended clothing, it will show a message and a link to the web shop like the orange button. The orange button will send you to the AS Adventure web shop with the correct filter applied.