

Bench Buddy Updated Status Report

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Project Idea:

More than 50% of the world's population lives in an urban setting where going to the gym is the best option to keep healthy. But when it comes to staying fit, even though people want to become the best physical version of themselves, they lose track of time and motivation to pursue their goals. That's where Bench Buddy comes into help the masses - A Revolutionary Web Application to make going to the gym fun! This application provides the user the ability to be in control by setting fitness goals, creating fitness plans, and see their peers' progress and see how they compare. Bench Buddy will make sure that you are true to your goals and get you where you want to be in life with fitness!

Functional Requirements:

The application will first provide a user the ability to sign up and set their goals. The application is designed to be used once for a user to check in and check out once they are in a gym. The application will provide the ability to check in when the user is at the selected gym they signed up with. After check in, it will automatically add a point to the user for every hour they stay at the gym.

There is also the option to see the leaderboard where the user can see their standing compared to their peers based on the points achieved during workouts. This functionality is intended to add extra motivation to the user to add a competitive side to the application.

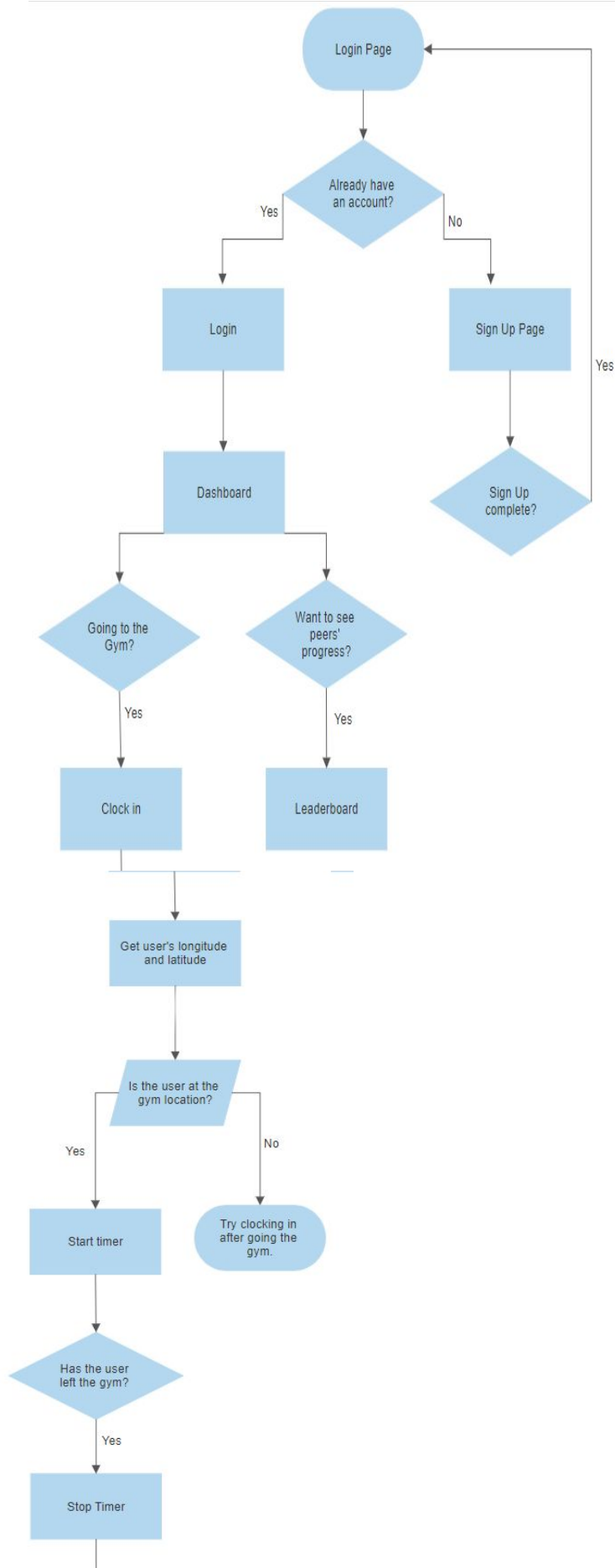
Architectural Design:

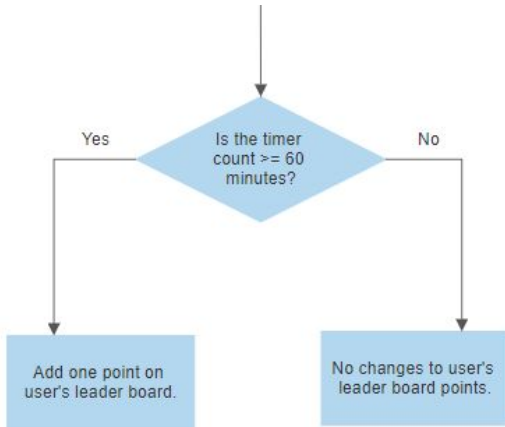
Technologies Utilized:

The following technologies have been utilized:

- HTML kits for the web pages
- CSS and Bootstrap 4 UI for the User Interface
- JavaScript for interactive/event driven web pages
- Node.js for the server side
- MySQL Server for the database on the backend of the Node.js server

Information Flow Diagram:





Work Plan and Schedule:

Gantt Chart and Schedule:

The Project timeline started from Oct 24, when we selected our teams, and will end on Dec 9, on the day of the final presentation. All of these dates are dates in the year 2019.

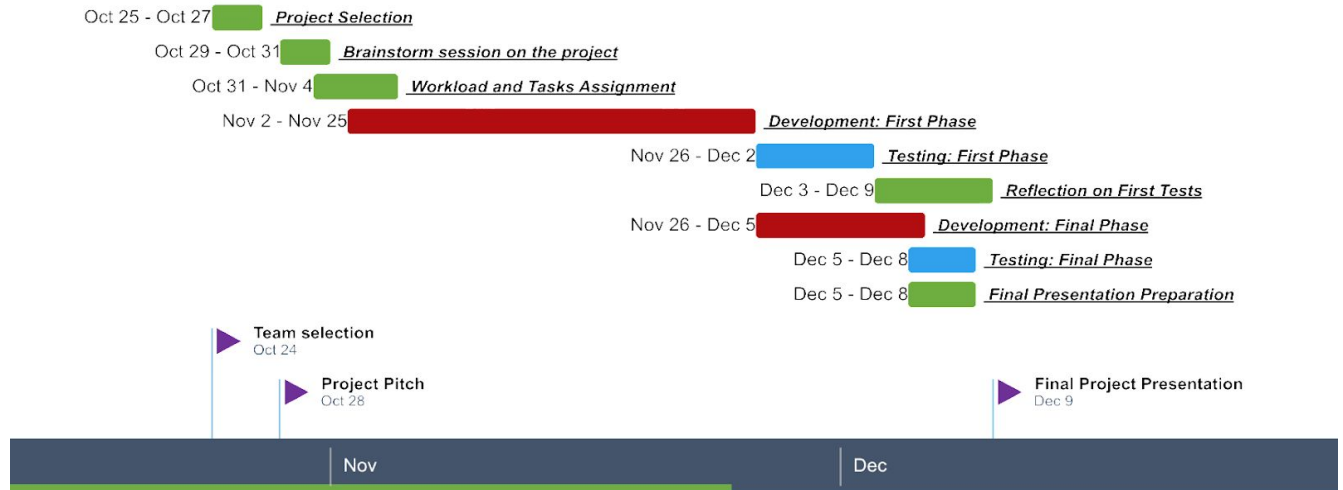
A lot of the phases in the project overlap and it is so because these phases were done in conjunction. After the workload and tasks assignment, the first phase of development started on November 2nd, which goes on until November 25th. This is where the majority of the development of the application, and primarily the functionalities are developed.

The first phase of testing is scheduled to start on November 26th, where the team members of the group test each other's work to ensure that the product meets the quality requirements intended by the group. The feedback loop on the development is constant, therefore, the final phase of development starts in conjunction with the first phase of testing therefore bugs can be sorted out, and improvements can be made as soon as feedback is received from the other team members.

All development is intended to be finished by December 5th, 2019 after which the final phase of testing is scheduled where the team members test the final functionalities of the application after the intended improvements are carried through. Preparation of the presentation is done along with testing for the presentation day on December 9th.

The figure below depicts the Gantt chart and the schedule of the team on the project Bench Buddy.

Bench Buddy Gantt Chart



Workload and Task Management:

The tasks were divided between the four group members in the time period of October 31-November 4th as depicted by the Gantt chart.

Tasks	Names	Workload	Total
App Design and Planning	Everyone	25 % Each	100%
UX Development	Saugat Dawadi	50%	100%
	Mohammad Adib	50%	
Back End Development	Ridwan Olawin	50%	100%
	Ben Arinze	50%	
Database Management	Everyone	25 % Each	100%
UX Development Tests	Ridwan Olawin	50%	100%
	Ben Arinze	50%	
Back End Functionality Testing	Saugat Dawadi	50%	100%
	Mohammad Adib	50%	
Document Preparation	Everyone	25% Each	100%
Presentation	Everyone	25% Each	100%

Database Schema:

MySQL was used for the application's database needs. The database is fairly simple, but gets the job done in regards to the functionality of the application.

The figure below describes the database schema of the application. The column which joins the two tables in the gymName variable, which is used to set a preferred gym for the user and that information is used to utilize the geolocation data for the respective gyms.

The userName column in the users table is unique in order to prepare for cases where users might have the same first/last names.

