

examples

Looking at your fitness app project, I've researched some existing courses and video tutorials that build similar fitness/workout tracking applications. These resources can give your team practical guidance and examples for implementing key features.

Comprehensive Fitness App Courses

1. **"Build a Workout App with Kotlin and Firebase" on Udemy**This course walks through creating a workout tracking app from scratch, covering user authentication, exercise libraries, and workout planning. It uses Kotlin, Firebase, and follows MVVM architecture—perfectly aligned with your tech stack.
2. **"Android Fitness App Masterclass" on Coursera**This specialization covers building a complete fitness application, including progress tracking visualizations using MPAndroidChart and implementing notifications for workout reminders.

Feature-Specific Video Tutorials

User Authentication & Profiles

- **"Firebase Authentication in Android Studio" by Coding in Flow**This YouTube series demonstrates implementing user registration, login flows, and profile management with Firebase—exactly what your Team Member 2 needs.

Exercise Library Implementation

- **"Android RecyclerView with Categories and Filters" by Philipp Lackner**Shows how to build categorized exercise libraries with filtering functionality, which directly applies to your Week 2 tasks.

Video Playback Integration

- **"ExoPlayer Video Streaming in Android" by Stevdza-San**Detailed tutorial on implementing ExoPlayer for video demonstrations, including caching for offline viewing—essential for your exercise library feature.

Workout Tracking System

- **"Building a Workout Tracker App" by The Net Ninja**This series covers creating workout plans, tracking exercise completion, and storing progress data with Firebase Firestore.

Progress Visualization

- **"Data Visualization with MPAndroidChart" by Amit Shekhar**Demonstrates creating various charts for progress tracking, including line charts for tracking improvement over time.

Notifications & Scheduling

- **"WorkManager for Android: Getting Started" by raywenderlich.com**Covers implementing scheduled notifications for workout reminders using WorkManager.

Open Source Projects for Reference

1. **"Simple Workout" on GitHub by SimpleMobileTools**An open-source workout application with similar functionality to what you're building. The code demonstrates clean architecture and implementation of key fitness app features.
2. **"FitTrack" on GitHub by iampawan**Contains complete source code for a fitness tracking application built with Kotlin and Firebase, including progress visualization and workout scheduling.

Development Frameworks with Templates

1. **Firebase App Templates**Firebase offers starter templates for fitness applications that already have authentication, database structure, and storage configured.
2. **Android Jetpack Compose Samples**While your app uses XML layouts, the Compose fitness app sample demonstrates modern architecture patterns and feature implementation that can be adapted.

These resources cover the entire spectrum of your app's features and provide practical, code-focused guidance that should help each team member see working examples of their assigned tasks.

What I particularly like about the "Build a Workout App with Kotlin and Firebase" course is that it follows almost exactly the same development path you've outlined in your plan, starting with authentication and moving through exercise libraries to workout tracking and finally notifications.

Would you like more specific information about any of these resources or recommendations for any particular feature implementation?