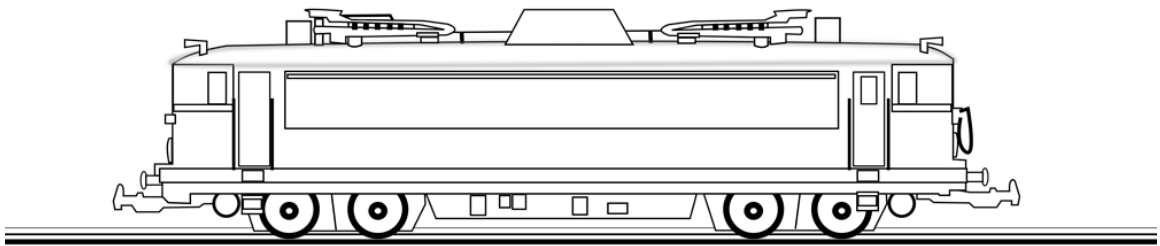

Locomotion Software



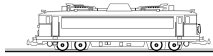
Software Design Document

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Radford University

<http://www.radford.edu/~softeng16/>

4/8/14



Revisions

Version	Primary Author(s)	Description of Version	Date Completed
Draft Type and Number	Full Name	Information about the revision. This table does not need to be filled in whenever a document is touched, only when the version is being upgraded.	00/00/00

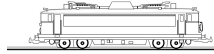
Review & Approval

Requirements Document Approval History

Approving Party	Version Approved	Signature	Date
Project Manager	1	Dai Kim	4/9/14
Dr. T. L. Lewis			

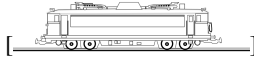
Requirements Document Review History

Reviewer	Version Reviewed	Signature	Date
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2 Introduction

While the requirements specifications document showed “what” your team plans to develop; this design document will illustrate “how” your team will develop your system.

2.1 System Overview

The RU Fit application is an application is for people who bring notepads in the gym to record their exercises. The application has a note section where users will be able to pick a particular day and keep track of the exercises, duration, repetitions, and weight used that day. The user may also put down notes for future days as well. The intended audience of this document is anyone who has a need for a calendar based note taking application for their exercise regimen.

2.2 Supporting Materials

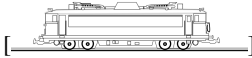
Note any references or related materials here.

2.3 Definitions and Acronyms

List any project definitions and acronyms introduced to the project by this design.

RU – Radford University

App – Application



3 Functional Requirements Mapping Overview

This section will contain a table mapping each functional requirement to some design artifact (i.e. diagram or screen shot).

Functional Requirement	Design Artifact
<i><1>: <Record notes – The user will be able to add notes on a particular day. This is where the user can add exercises/weights/duration/repetitions></i>	<i><Figure #1> <When the user touches the middle of the notes section, the user will then type in what exercise they have just completed, what weights used, and how many repetitions. Not only will they be able to do that, the user can add any other related information as well.></i>
<i><2>: <Pick a day – The application is set to show today's notes, but the user can change the day by either picking the date, picking a day from the calendar, or using the tomorrow or yesterday buttons on the top of the application></i>	<i><Figure #1> <On the top of the application screenshot users can go through days using the "tomorrow", "Today", and "Yesterday" buttons. This will go forward and backward one day, but when the user selects today it will go back to the current date.></i>
<i><3>: <Get help – The get help option will allow the user to read about the application and what the application has to offer.></i>	<i><Figure #2> <The help menu informs the user on the purpose of the application as well as what the buttons do.></i>
<i><4>: <Go to certain day – Go to certain day will allow the user to go to a certain date instead of pressing the tomorrow button multiple times.></i>	<i><Figure #3> <The user will type in the date and the application will move to that certain date.></i>
<i><5>: <Set notification – Sets the notification timer which will allow the user to be alerted when wanted.></i>	<i><Figure #4> <The user will set the time and a message. When the time set has occurred, the notification will pop up and remind the user.></i>

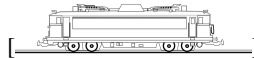


Figure 1

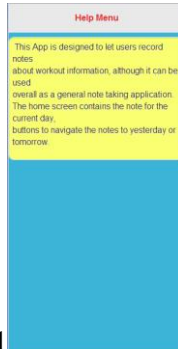


Figure 2

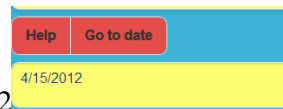


Figure 3

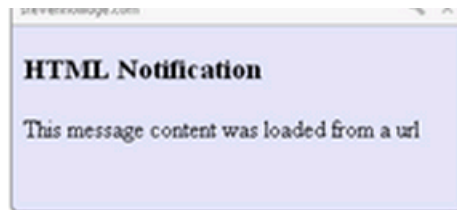
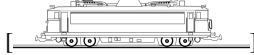


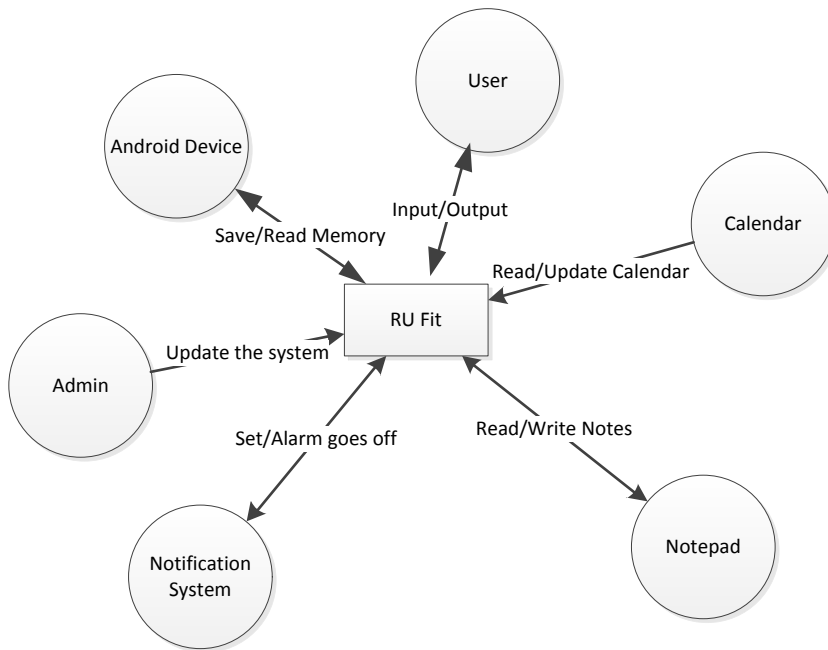
Figure 4

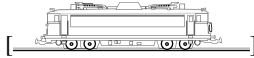


4 High Level Design

4.1 Conceptual View (Architectural Context Model)

This section should include a context diagram showing a high-level relationship between your system and all associated subsystems (ie. Database, internet, security, etc).

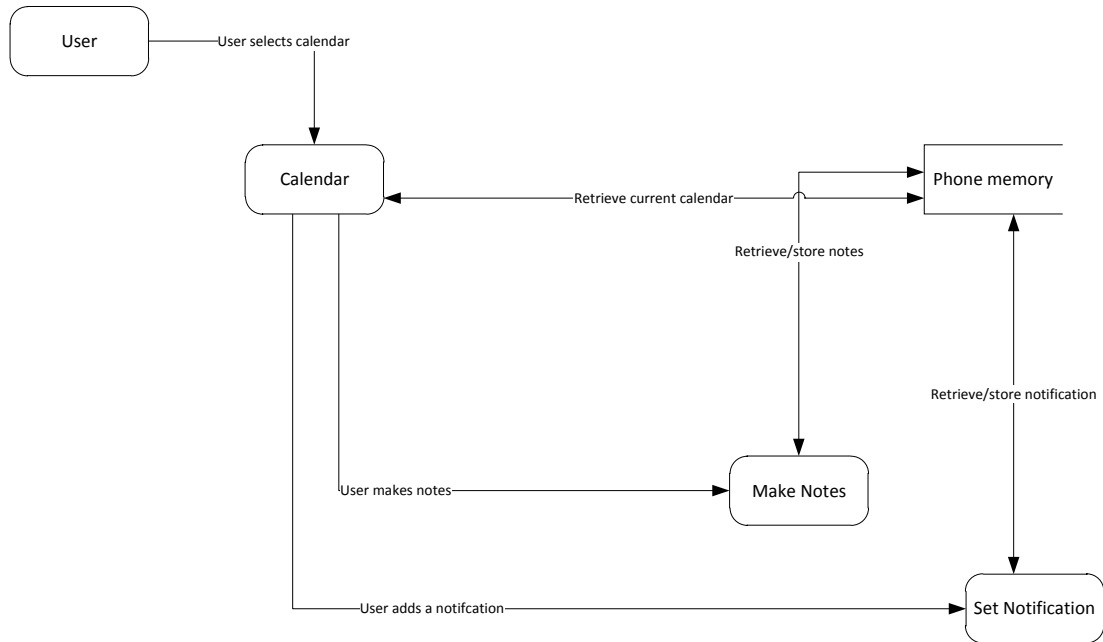


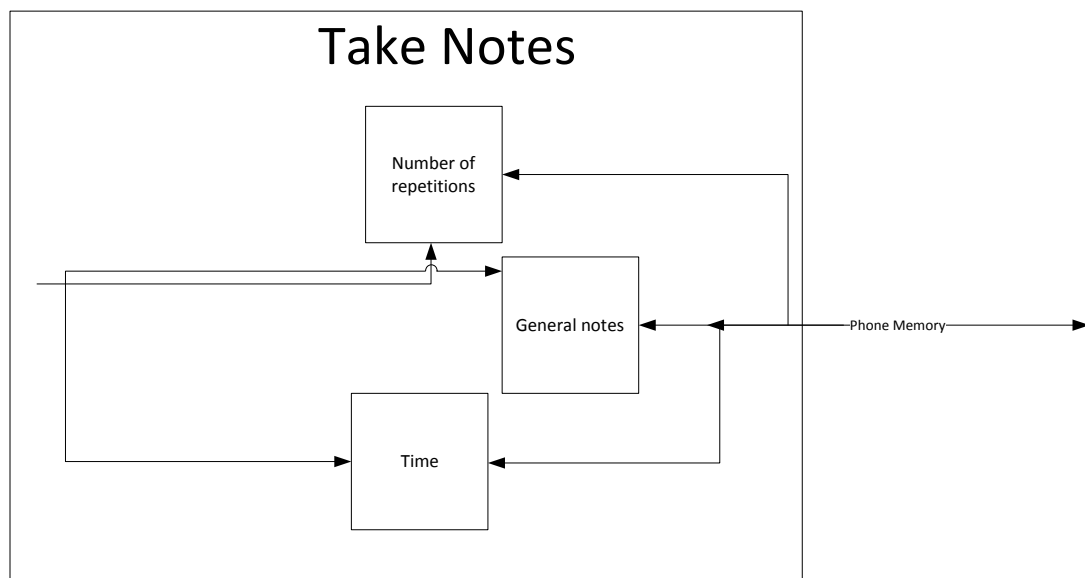
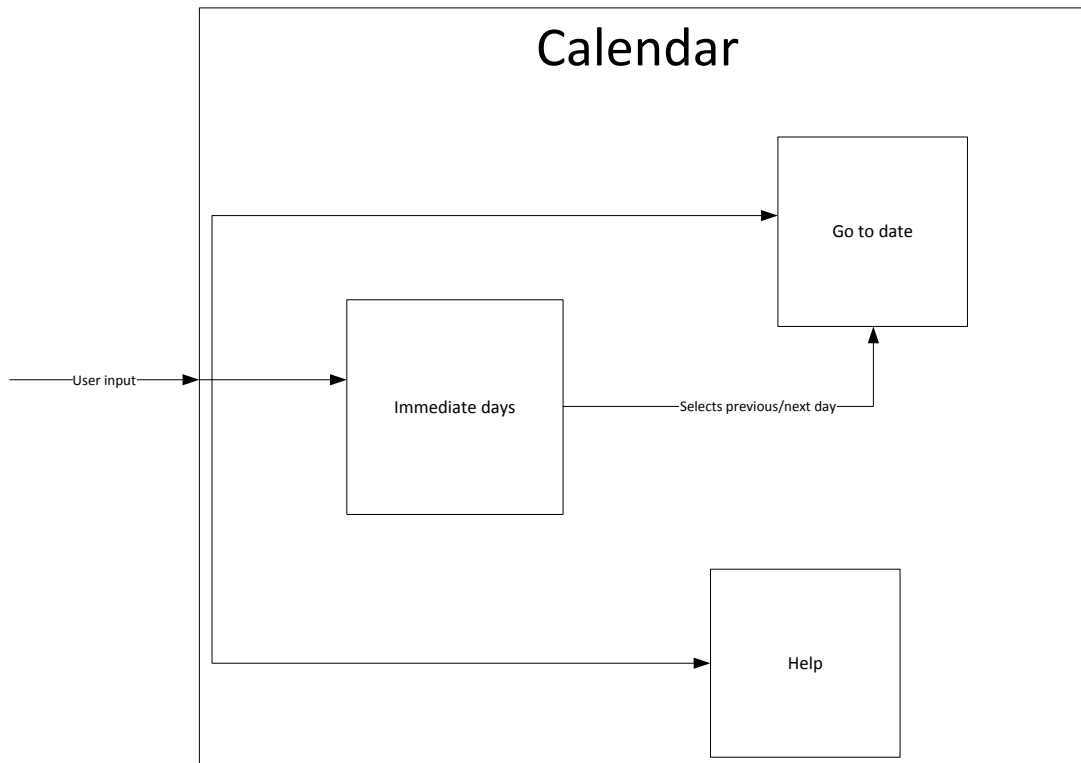
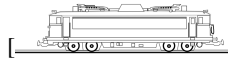


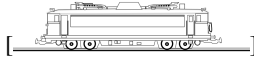
5 Low Level Design

5.1 Process Model

Create a process model that shows the flow of data between the processes within your system as well as the flow of data as it is transferred between your system and other external systems.







6 User Interface Design

This section provides user interface design descriptions that directly support construction of user interface screens.

6.1 Application Control

The editable information will be in a yellow square, buttons will be red, and the background will be blue. All screens will have a back button that will lead back to the main page. Buttons open up a new page or go to an old page. Some text areas will take the input and jump to another page based on the input. The title bars will say what page the user is currently on and have the RU fit logo in the corner. The main page will have RU fit across the top.

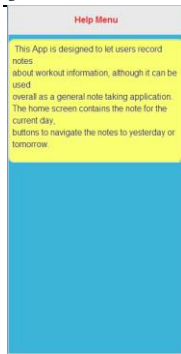
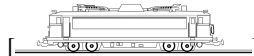
6.2 Screen 1..n

Illustrate all major user interface screens and describe the behavior and state changes that the user will experience.

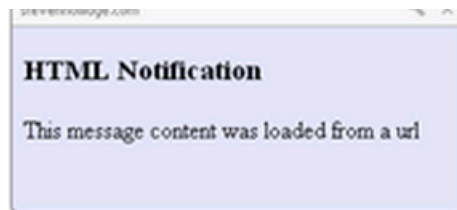
This does not have to be actual screenshots. They can be PowerPoint drawings or mockups created in Visual Basic or some other rapid GUI-building tool.



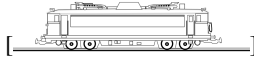
When the user types something in the note section it will be saved for that particular day. When the user clicks either yesterday, tomorrow, or today the application will change to that date accordingly. The day that the note is currently on will be displayed at the bottom of the screen for example 4/15/2012. The user can also enter a date at the bottom and press “Go to date” and the application will skip to whichever date you have selected.



When the user selects the help button, the help menu will pop up. The help menu informs the user of what each button does as well as what the app is designed to do.



This is the notification message that will pop up when the notification time is set. This can be anything from what time to go to the gym or when to eat the next meal.



7 Final Schedule

This section provides an up-to-date version of your team's project plan, including the major tasks to be accomplished, their dependencies, and their tentative start/stop dates. The plan also includes information on hardware, software, and resource requirements.

The project plan should be accompanied by one or more PERT or GANTT charts.