# Sports & Fitness App

## Overview:

The client for this project wanted to develop apps which would allow its users to draw the benefits of engaging with communities of athletes, trainers and fitness enthusiasts. Targeted at the sports and fitness audience, the intention was to bring about an innovative and comprehensive way to offer people solutions which are easy to get, yet high on quality and effectiveness. The programs, comprising of videos and images, are created by experts and enable users to either learn new sports or improve their degrees of proficiency in the chosen ones. The workout programs are organized by levels, weeks and days to enable users to progressively head towards their goals. A wide range of sports are covered through these apps. Some are generic, some niche and some very specific in nature. Few examples in each of the categories are as follows:

- Generic: Basketball, Volleyball, Soccer
- Niche: Muay Thai, Military Special force fitness, Cardio Kick boxing
- Specific : Boot Camp workouts, Pilates exercises, Leg muscles workout

Fundamentally, these apps help in creating an ecosystem where a bunch of fitness enthusiasts get the exposure to interact, share, push and help each other in their journeys to accomplish the goals they set out for. Apps have a section to allow users to see the items/equipment used in the related sports. There is provision either to buy them or add them as "favorite" based on need. There is also a section to inform users about sports, fitness and recreational events in selected US cities. Besides that, users can also discover local pick-up games, road races, open gyms, group workouts, fitness classes, clinics, camps, leagues in their areas.

The team at Mindfire successfully developed the android and iOS versions of many such apps, corresponding to different sports, for the client.
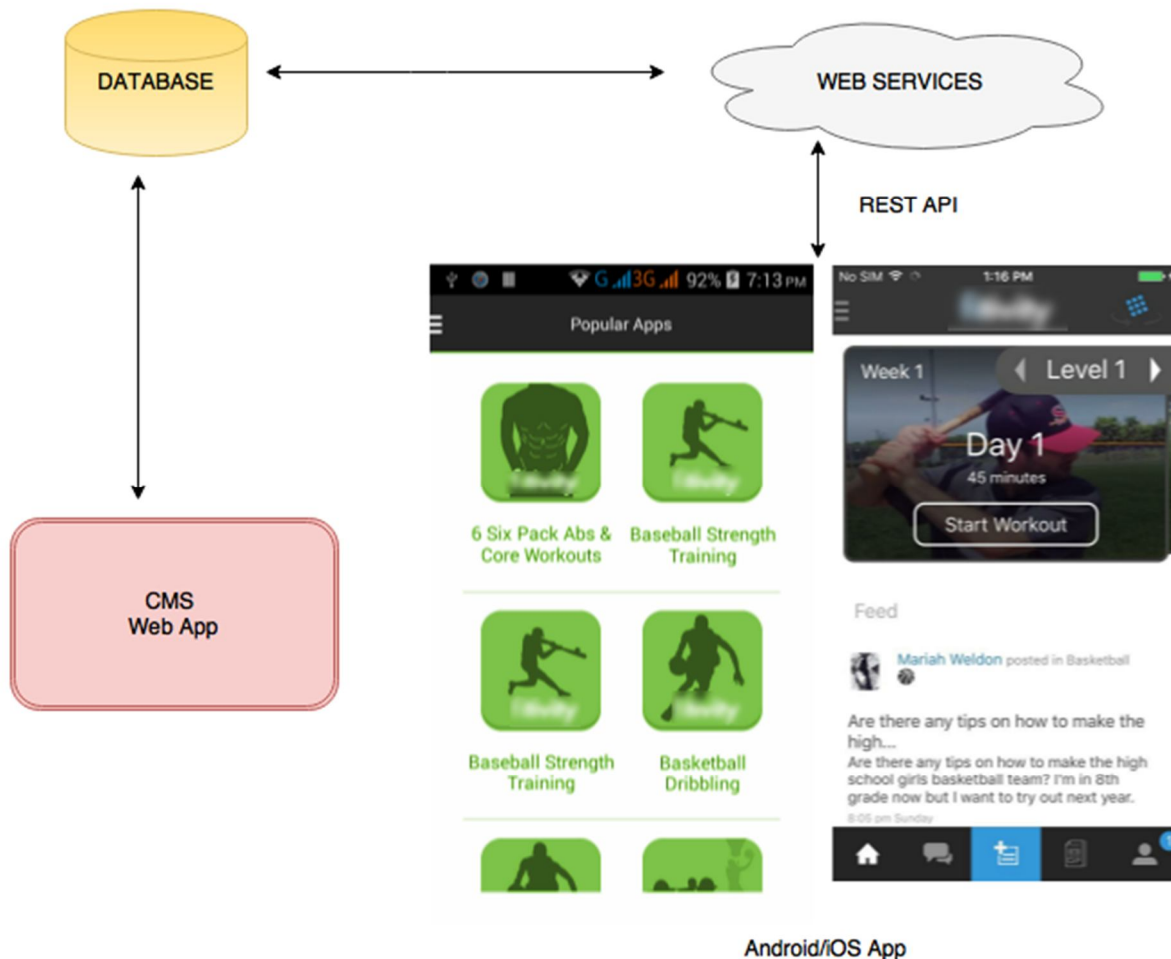
## Client details:

**Name**: Confidential | **Type:** Healthcare IT | **Location:** USA
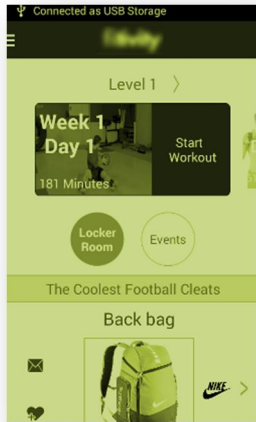
## Technologies:

iOS : iOS  ( version 7.0 & above), Xcode 6.1,

Android : Android SDK (Android version 3.0 to Android version 4.4, API level 11 to API level 19), Android Development Tools v24.0.2, Android Studio, Maven, Gradle
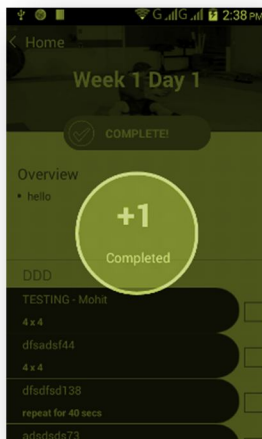
## Architecture Design:



Android/iOS App

# Sports & Fitness App

## Screenshots:

**Home Screen:**

This screen displays the workout cards and events happening within 100-mile radius. The user can also toggle between the events and the locker room in which items related to the sport/exercise can be viewed and purchased.
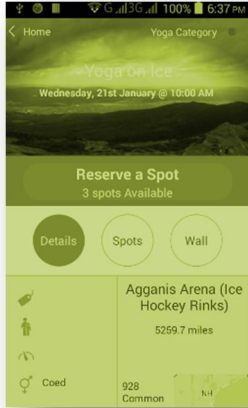
**Workout Screen:**

This screens displays the list of steps which are to be done during a particular workout.
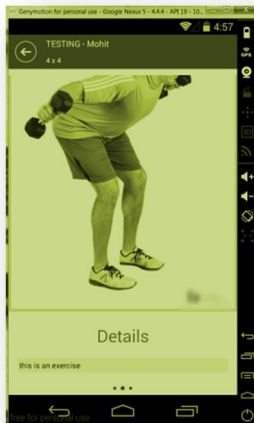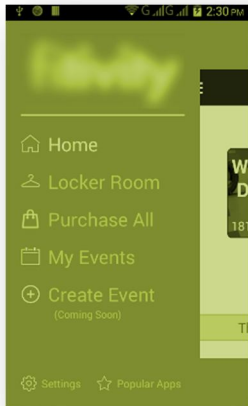
**Exercise Screen:**

This screen displays the video tutorials and gif images of the exercises.
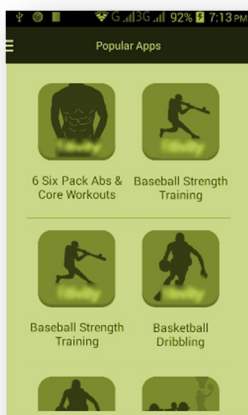
# Sports & Fitness App



**Event Screen :**
This screen shows the details of the events such as location event name, address, age group , sex, experience level etc. required to participate in that event.
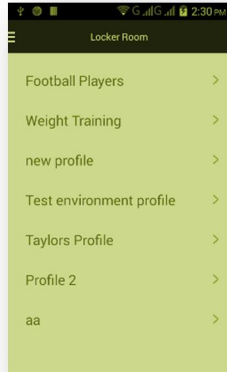


**Navigation Drawer:**
Each screen contains the nav darwer which animates while opening and content on right side shrinks.
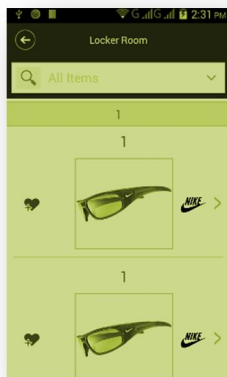


**Popular Apps Screen:**
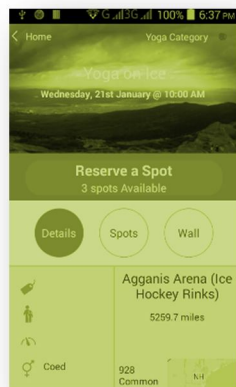This screen shows the other popular apps available

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**Locker Profile Screen:**
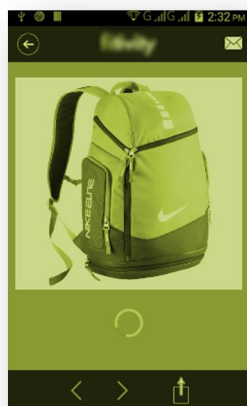In this screen a user can see the various profiles of the products.



**Locker Category Screen:**
This screen displays the categories of product profiles.



**Search Event Screen:**
This screen shows list of filtered results of events within the area in which the user wants to see the events.



**Web Browser Screen:**
This screen shows the web view in which product information and vendor details can be seen.