CampuSeek

“The Ultimate Weight-Loss Adventure”

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Problem Background

- Obesity is rampant and rising
- Working out can be difficult, straining
- This leads to a lack of motivation to work out
- We want to promote an active lifestyle, provide motivation
There is a need to promote healthy activity among students in a way that is fun, so that participants are more motivated to continue a workout regimen.
Our goal is to create a mobile, collaborative social game that will encourage users to be active and give them motivation to continue to pursue an active lifestyle while having fun.
Objectives

- Should be unique
- Easy for user to use
- Charts need to be self-explanatory
- Efficient/fast interface
- Seamlessly integrate mobile platform with collaborative environment
- Should be FUN!
Considered Alternatives

- Platform
  - Facebook vs. own social site
  - Android vs. iPhone

- Motivational style
  - Game format
    - Running race
    - Scavenger hunt
  - Results-based format
    - Workout tracker
Considered Alternatives

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Design Constraints and Feasibility

- GPS necessary
- Battery life concerns
- Physically holding phone while playing
  - User may not want to hold phone while walking/running
System Description
Android Design Specs

- Java based
- Tracks user location using GPS in background service
- Updates central database with user information
- Facebook Single Sign-on
System Description

- Android Interface
Database updates include:
- Updated distance, hotter/colder time, challenges completed
System Description

- Facebook Application

Diagram:
- Navigation
  - Home
  - Challenges
  - Statistics
  - Settings
    - Dynamic Challenge Pages
    - Health charts
    - Friend Health Charts
System Description
- Web language interplay
## Database Design

<table>
<thead>
<tr>
<th>Users</th>
<th>Attributes</th>
<th>Data Types</th>
<th>Challenges</th>
<th>Attributes</th>
<th>Data Types</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>id</td>
<td>long</td>
<td>id</td>
<td>long</td>
<td></td>
</tr>
<tr>
<td></td>
<td>name</td>
<td>varchar</td>
<td>level</td>
<td>integer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>android</td>
<td>boolean</td>
<td>description</td>
<td>varchar</td>
<td></td>
</tr>
<tr>
<td></td>
<td>level</td>
<td>integer (1,2,3)</td>
<td>image URL</td>
<td>varchar</td>
<td></td>
</tr>
<tr>
<td></td>
<td>challenges completed</td>
<td>list</td>
<td>latitude</td>
<td>double</td>
<td></td>
</tr>
<tr>
<td></td>
<td>current challenge</td>
<td>integer</td>
<td>longitude</td>
<td>double</td>
<td></td>
</tr>
<tr>
<td></td>
<td>calorie goal</td>
<td>integer</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>calories burned</td>
<td>integer</td>
<td></td>
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<td></td>
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<td>weight</td>
<td>integer</td>
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<td></td>
</tr>
<tr>
<td></td>
<td>height</td>
<td>integer</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>distance travelled following (list of ids)</td>
<td>list</td>
<td></td>
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</tr>
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</table>
Design Validation

- GPS Test
  - GPS location data tested accurate to 1 meter, testing against Google Maps data using various phones
- Intuitiveness Test
  - Ease of use of Android, Facebook applications
  - Had friends play game
## Team Roles

<table>
<thead>
<tr>
<th>Steve</th>
<th>Fernando</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Team leader</td>
<td>- Facebook App</td>
</tr>
<tr>
<td>- Facebook friend following /</td>
<td>- Display health/distance statistics</td>
</tr>
<tr>
<td>PHP scripting</td>
<td>- Challenge creation</td>
</tr>
<tr>
<td>- Android App</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Scott</th>
<th>Prince</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Android App</td>
<td>- Android App</td>
</tr>
<tr>
<td>- Android GUI</td>
<td>- Facebook Single-Sign-On</td>
</tr>
<tr>
<td>- GPS tracking</td>
<td>- GPS tracking and logging</td>
</tr>
<tr>
<td>- Background services</td>
<td></td>
</tr>
</tbody>
</table>
Team Management

- We ran into no personal issues throughout this project with each team member willingly helping another when a problem arose.
- On schedule each week. Achieved developmental goals each week with deadlines set in the planning stages.
Environmental, Health, Social, Political and Ethical Concerns

- Health/Safety Concerns
  - Safety of challenge locations
  - Users should ensure they are properly hydrated and in condition to work out
- Environmental Concerns
  - System does not have big environmental impact
- Privacy/Social Concerns
  - User data being stored, shared
  - To ensure user privacy: user agreement on FB app
- Ethical/Legal Concerns
  - Ensure challenge destinations are accessible, legal
  - Ensure not infringing any policies or user rights
App is in distributable form on website
  - Can freely download/install to any phone
- Facebook app is accessible as well
- For sustainability, web hosting plan must be renewed for database and Facebook page
  - Cost: $11.95 / 3 months
CampuSeek

Join us on the new campus scavenger hunt game! You will achieve amazing fitness goals while having a great time exploring campus and achieving fan results!

Getting started is simple:

1. Download the app on your Android Phone...
2. Point your phone’s browser to http://campuseek.info/apps/campuseek.apk
3. Choose a challenge
4. Start following your friends
5. Start seeking!

See you at the finish line!

Be the first of your friends to like this.
Select a challenge to complete:

- Ring
- Riddle
- House

GPS started
Users could potentially add their own challenges
- Completely dynamic design (both Android and Facebook) to allow this

Extend CampuSeek to other campuses
- App was intentionally developed to be campus-neutral / easily extendable to other campuses

Other platforms: iPhone
Questions