

# ResolutionFriend

Developers: Katherine Baker,  
Naomi Bancroft, Eric Kimbrel, Aleks  
Rudzitis, Stephen Sievers

# Major Features

- Goal Tracking: Track goals with visuals
- Reminders: Regular emails to remind user of his goals and progress
- Compare to Others: Compare user goals to friends' goals
- Privacy: User can set privacy level for his goals

# What's new since funding?

Privacy: User can decide whether to allow her friends to see her latest goal "Do not lend money to friends".

Differentiate Goals: milestone v. endurance

More Pretty Pictures: In addition to line charts, we will show progress with bar graphs and other visualizations.

User Interface Feedback: among our feedback:

- go forward with two types of goals
- clarify user options (i.e., edit v. update)
- create a template for common resolutions
- always give cancel option

# Our Toolkit

*Guiding principles: use (1) Java and (2) open source*

Languages: Java, HTML

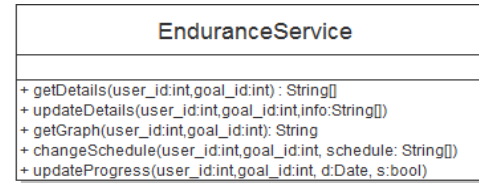
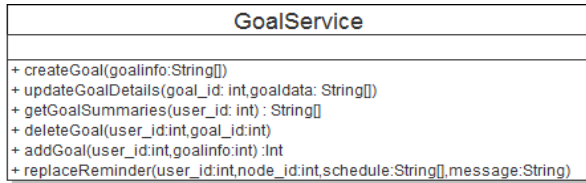
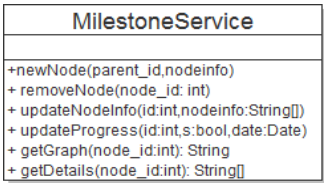
Front-end: Google Web Toolkit (GWT) for JavaScript app written in Java (and Eclipse plug-in). Also HTML/CSS.

Back-end: MySQL database; Hibernate

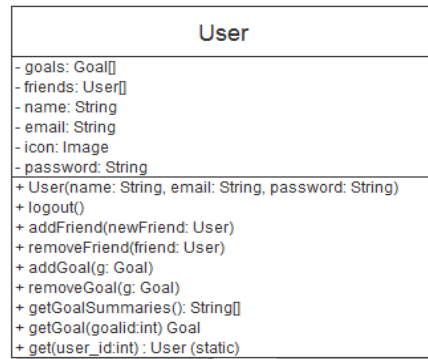
Bug Tracking: Table on our wiki, listing assigned developer, priority, timeline to correct

Coding Style: follow *Code Conventions for the Java Programming Language* and any GWT requirements

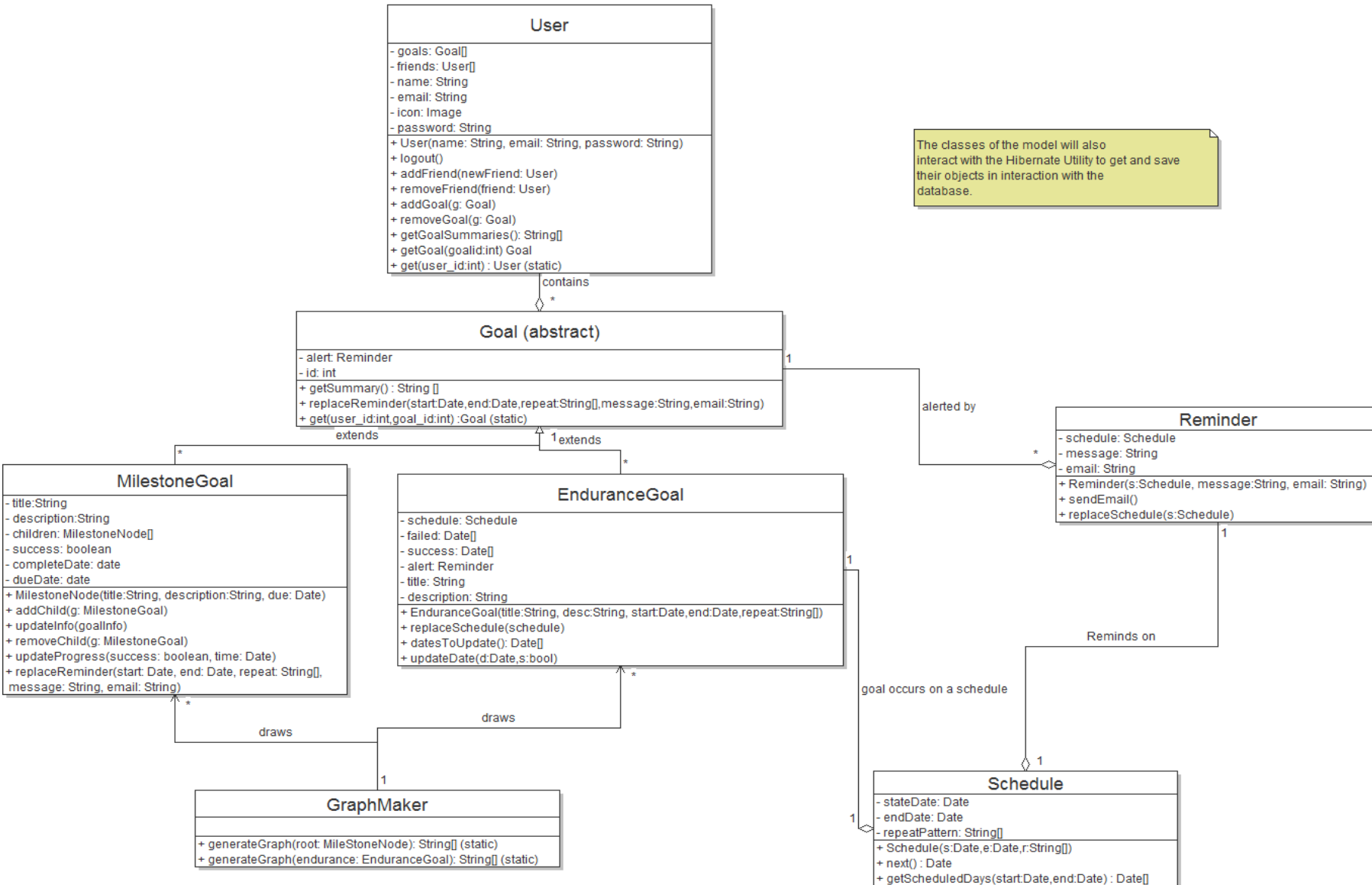
# Design: Class Diagram



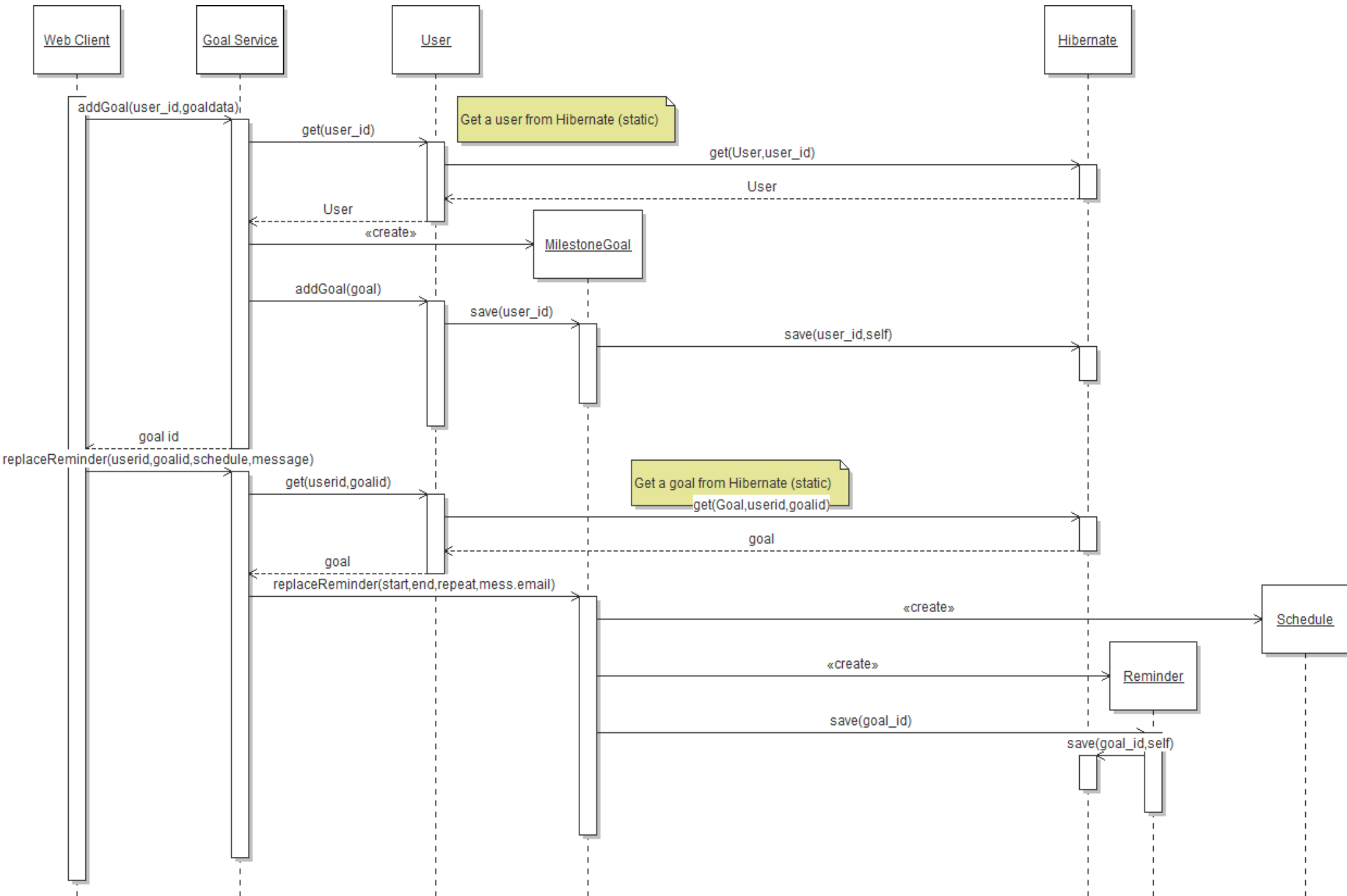
MilestoneService, GoalService, and EnduranceService are the controllers for the interaction between the view and the model and each interacts with its appropriate model counterpart.



The classes of the model will also interact with the Hibernate Utility to get and save their objects in interaction with the database.



# Design: Add A Goal Sequence



# Team Roles

Two teams: frontend and backend

Project Manager: Katherine

Code reviews: Each member of each team will undergo a code review conducted by one other member of the same team.