

Knight Foundation School of Computing and Information Sciences

Summer 2022 Capstone II Project

ComboCounter

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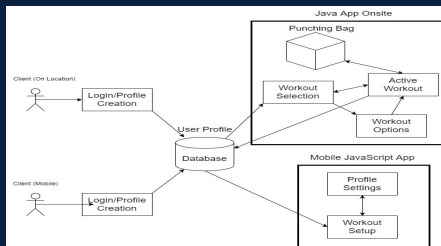
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Instructor/Faculty: Dr. Masoud Sadjadi, Florida International University

Problem

ComboCounter is the name for a hardware including the scanner and the punching bag, and software including the code entailing accessibility for users of different modes and tracks punches by logging inputs and saves for various user high-scores or for short-term during a training session. The code had been set up previously to include basic functions without modes: including punch count and matching force per punch. There hasn't been an established UI for choosing game modes, and creating into app format.

System Design



Current System

The current system works as a two part design. There is an app that permits for mobile setup of a training session, alongside an application that works directly with the hardware to provide live updates during a training session. The app is a JavaScript application while the live software is a Java application.

Implementation

- 1) JavaScript
- 2) Java
- 3) Jira
- 4) Google Docs
- 5) Github

Verification

Mobile app was tested using an emulator hosted on a Windows computer while Java app was just run in NetBeans.

Summary

The team was able to develop a UI for a mobile application and begin the transition from a Java application to a JavaScript application. Personally, I got a chance to get some proper experience working with Jira and GitHub as a scrum master. I also got a nice introduction to JavaScript itself.

Object Design

