

PROJECT SUMMARY

FitCircle

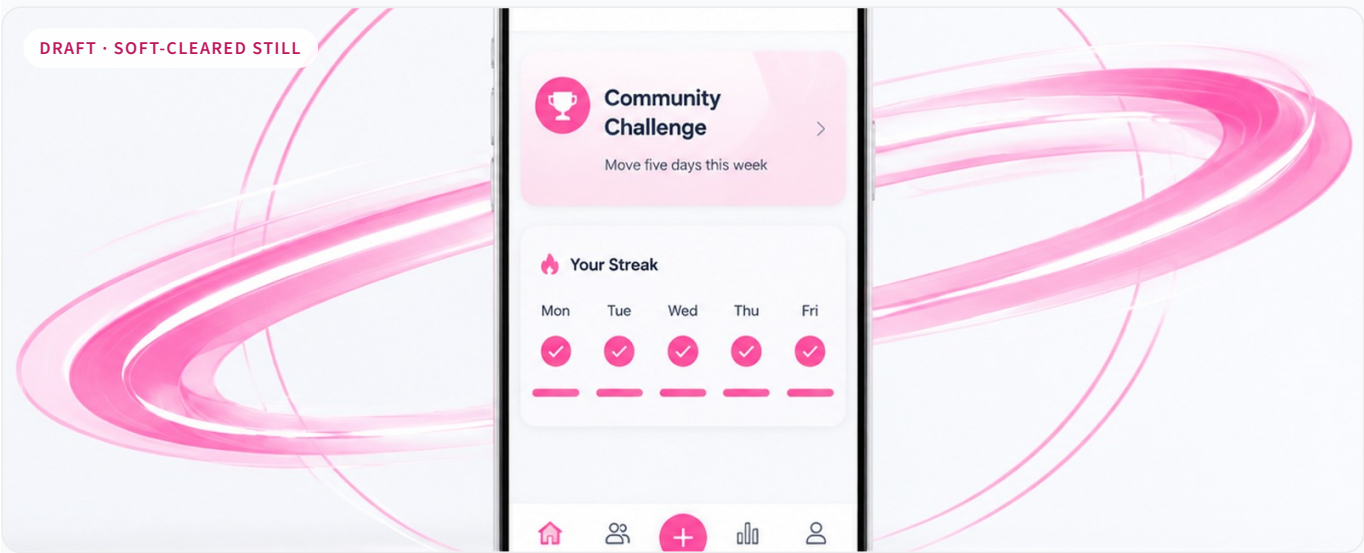
Fitness social for iPhone — log, challenge, and keep a fair streak with people who show up.

Lab

iPhone app

Fitness social

September 2026



Family promise: keep the house joyful — rhythm, wellness, and time that stays sacred.

DRAFT · not for publish

is

FitCircle is an iPhone fitness social app: activity logging, challenges, a feed, missions, profiles, and onboarding — with Cloud Functions for XP, streaks, and fair time-zone challenges. HealthKit de-duplication and push notifications are in.

Progress so far

DATE	MILESTONE
Aug 5, 2026	Baseline: working app with logging, challenges, feed, missions, profiles, onboarding and custom activity icons, plus code cleanup.
Aug 6, 2026	Open challenges, battle chat and km/mi units; Firebase security rules and indexes documented.
Sep 2, 2026	Backend moved to the server (Phase A/B): Cloud Functions handle XP, streaks and challenges. Streaks and Last Man Standing stay fair across time zones (each person's own local day). HealthKit de-duplication, push, account deletion, website hosting, better logging. About 6,500 lines changed.

What's next (Phase C)

- Tighter security rules so the app can't write XP directly — only the server can
- Full image rendering for battle share cards
- Custom domain / DNS setup for Universal Links on fitcircle.app
- Analytics for the sign-up and engagement funnel, plus an App Store rating prompt

Status is Lab — shipping work continues; this draft is not a Live storefront claim. Source: FitCircle_Project_Summary.txt.