



Project Documentation - TeamUnfit
DECO3500: Social & Mobile Computing
Social Fitness App: TeamFit
Workshop: W03

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Promotional Material

In the showcase, our team had presented two promotional materials; a poster and a product website. The product website had developed in a simple landing page and contains our product's features. The website is intended to attract people focus and gain interest on our topic. The poster contains all the information about our product such as concepts and design processes.

All our promotional materials can be view in our GIT.

Here is the link:

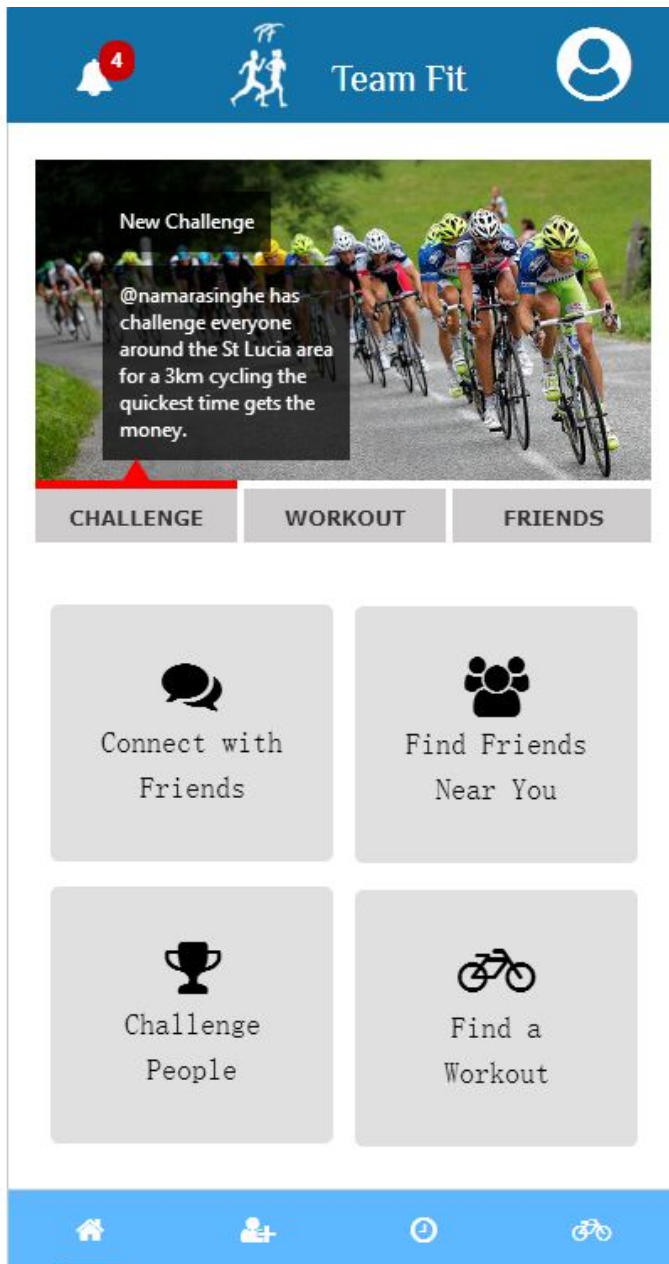
Poster: <https://deco3500-2017.github.io/Team-Unfit/Showcase%20Poster.pdf>

Website: <https://deco3500-2017.github.io/Team-Unfit/Showcase/index.html>

Link and How to use the prototype

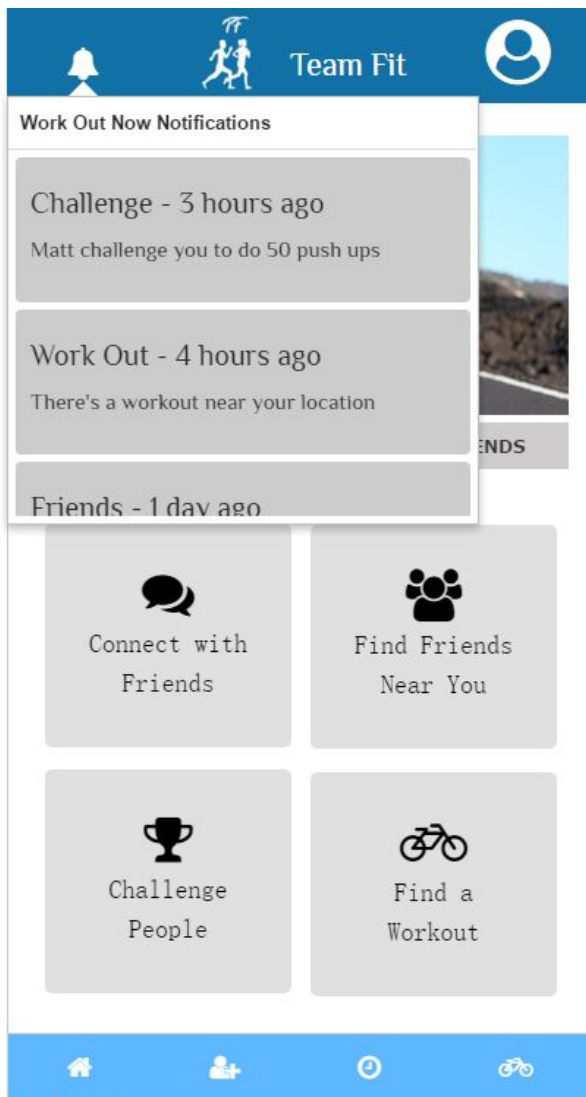
Link: <https://deco3500-2017.github.io/Team-Unfit/index.html>

Homepage:



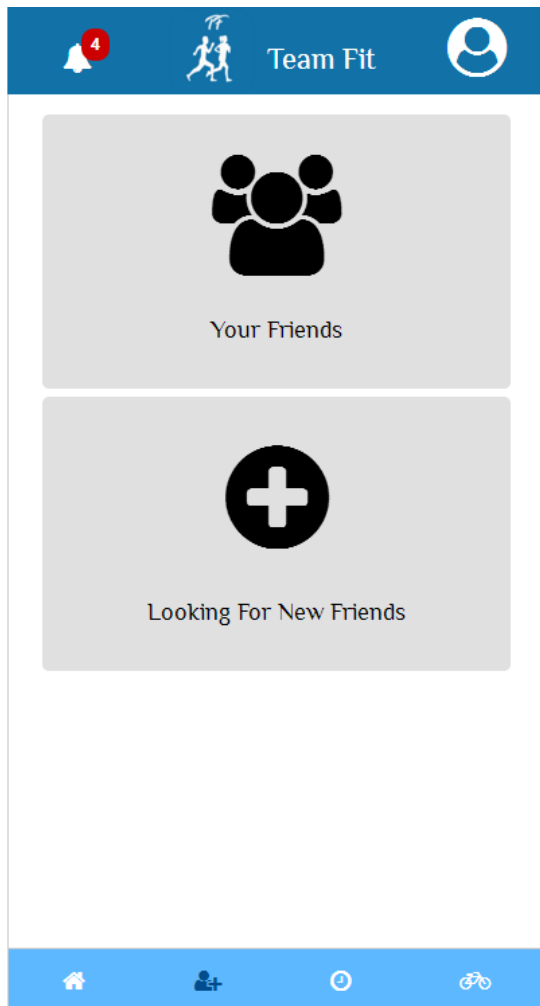
It has four buttons in the bottom navigation bar, to allow easy navigation through the app. The first button allows users to connect to the “homepage”, the second button connects the “friends page”, “third button

connects the “challenge page” and lastly the fourth button connects the “workout page”.

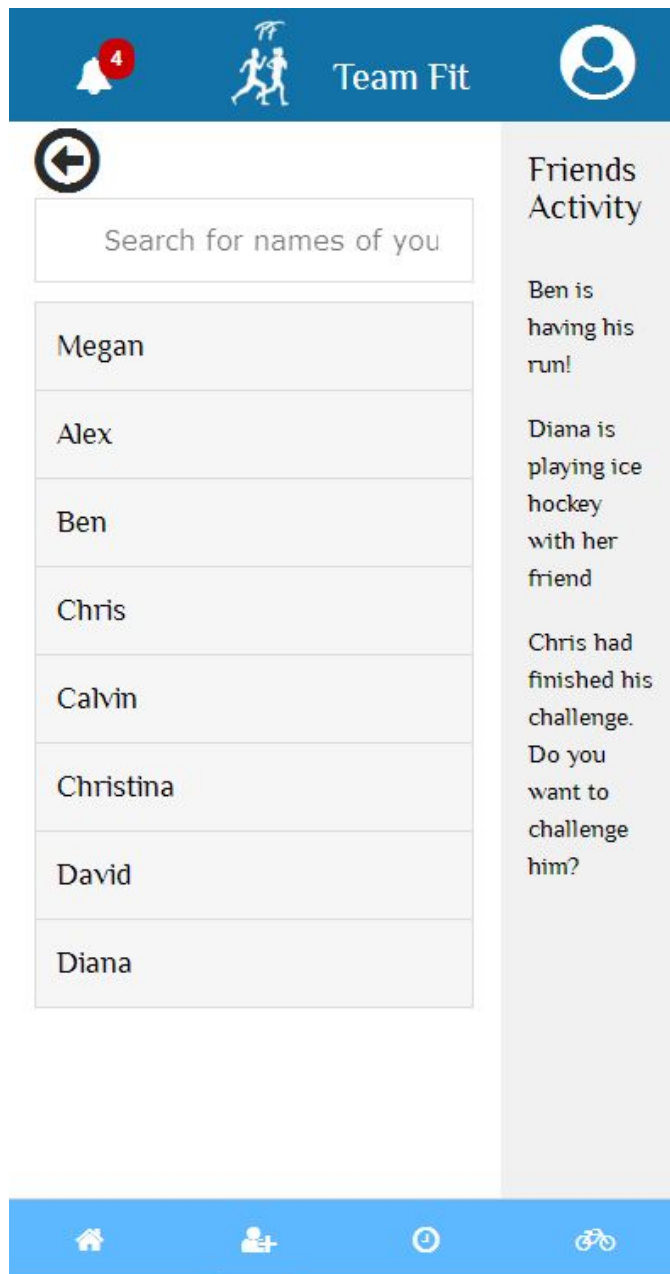


The notifications page allows users, to find out what has have been happening recently in their app, it notifies you which friends have challenged you, workouts around your location, and notifies you if you have a new friend or a perfect match.

Friend page:

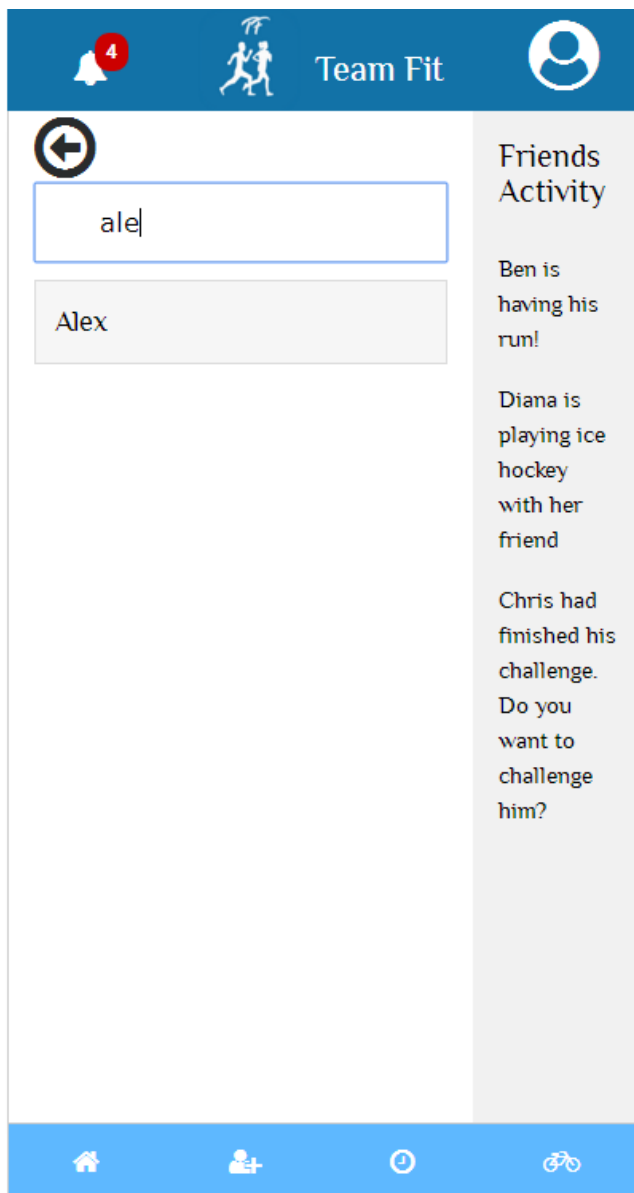


Pressing the “Your Friends” button: shows a list of your current Friends.

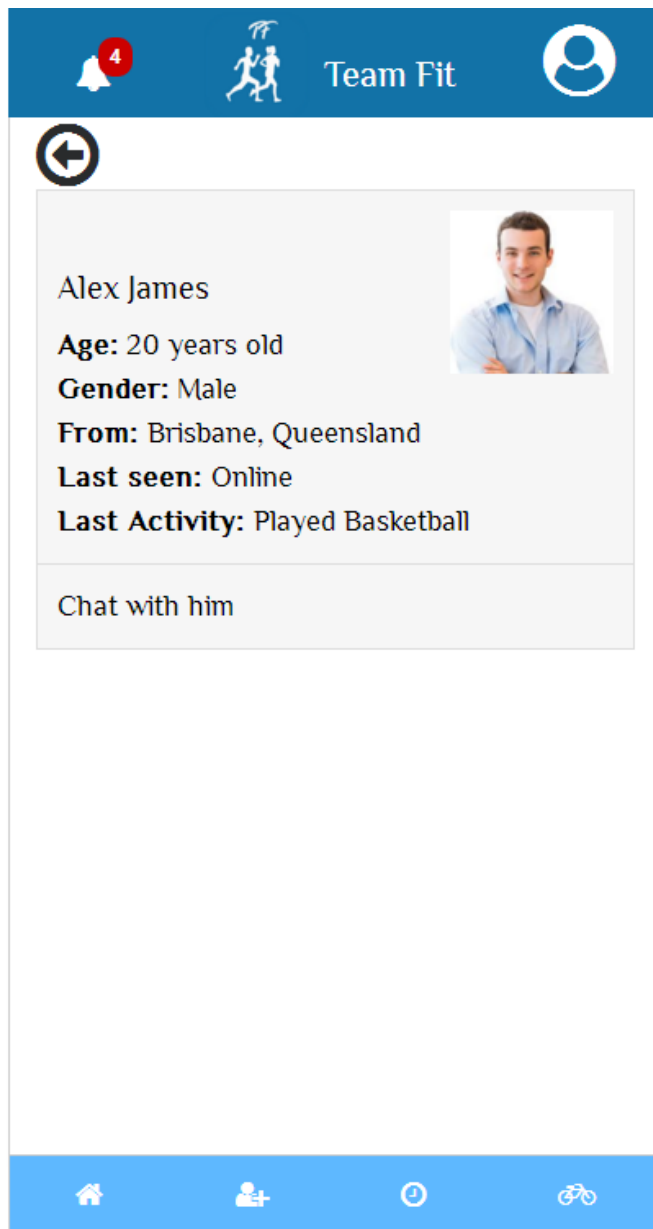


Once in the friends list page Users are able to find the friends that have already added through the app and are able to find more information about them. Also one of the features added was the Friends activity side navigation which allows users to see what exercises or sessions their friends are currently up to in live time.

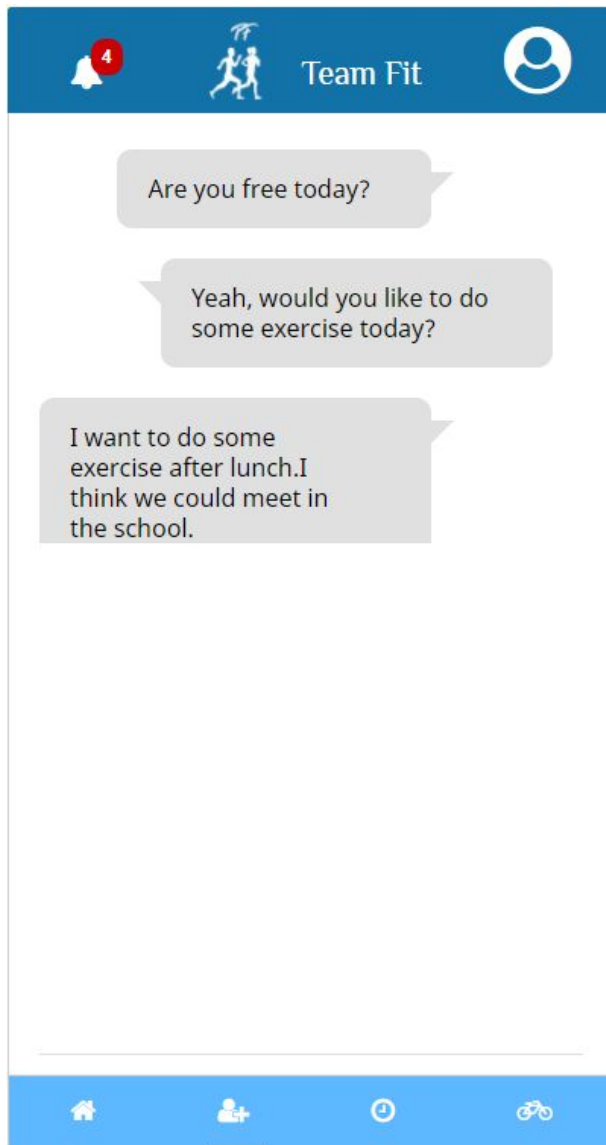
You can search name to help you find specific friend:



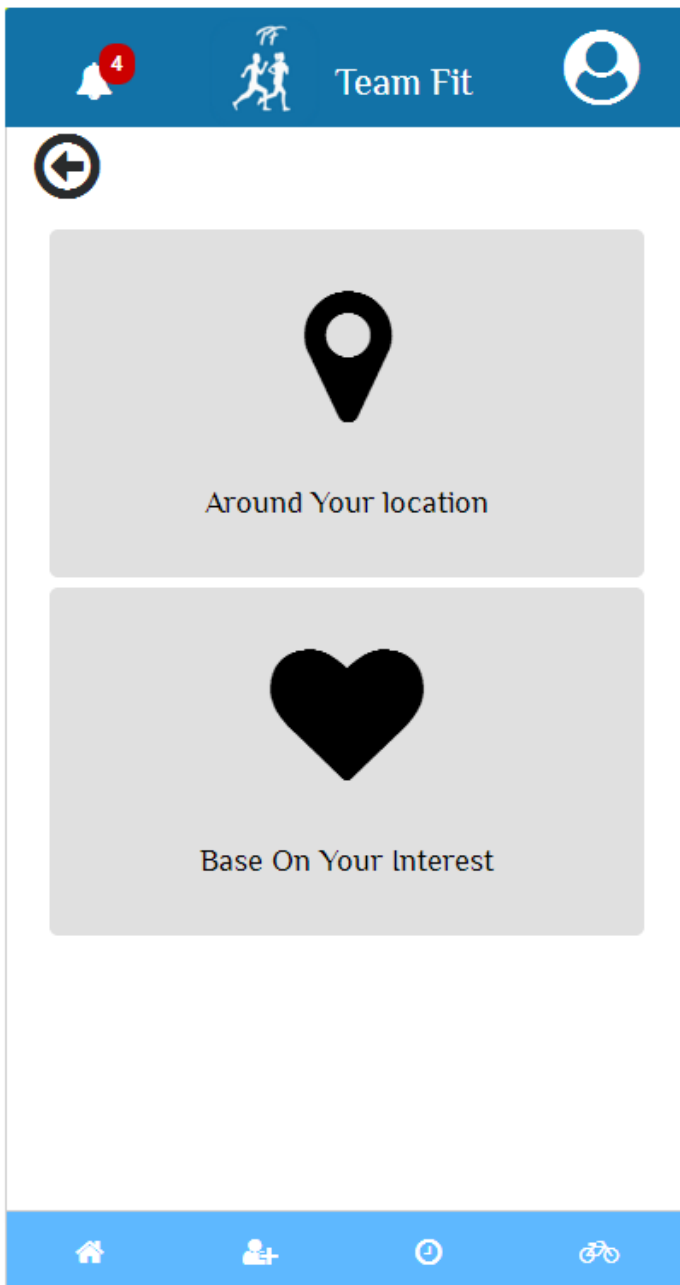
Click friend name to view friend's profile:



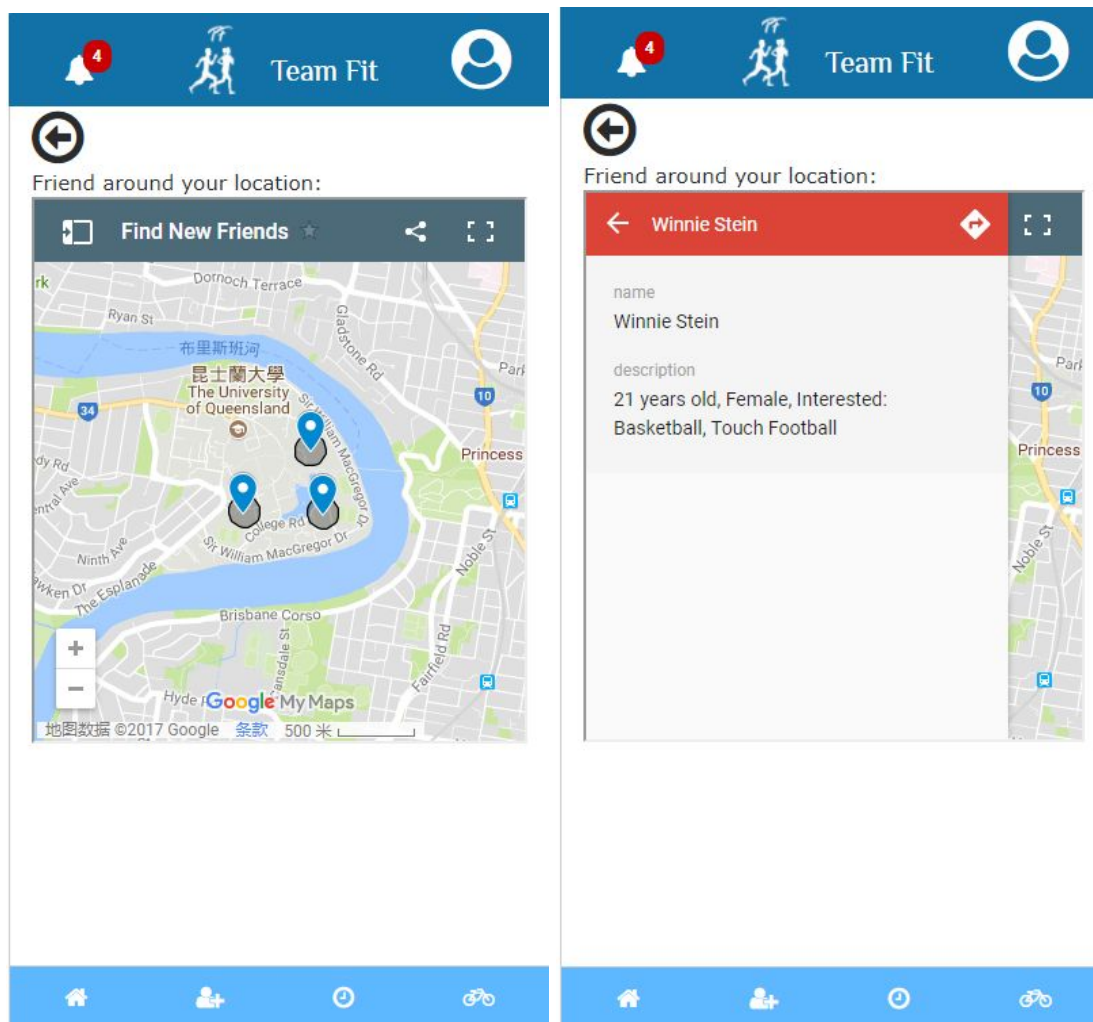
You could also chat with friends:



Entering new friends gives you the option:

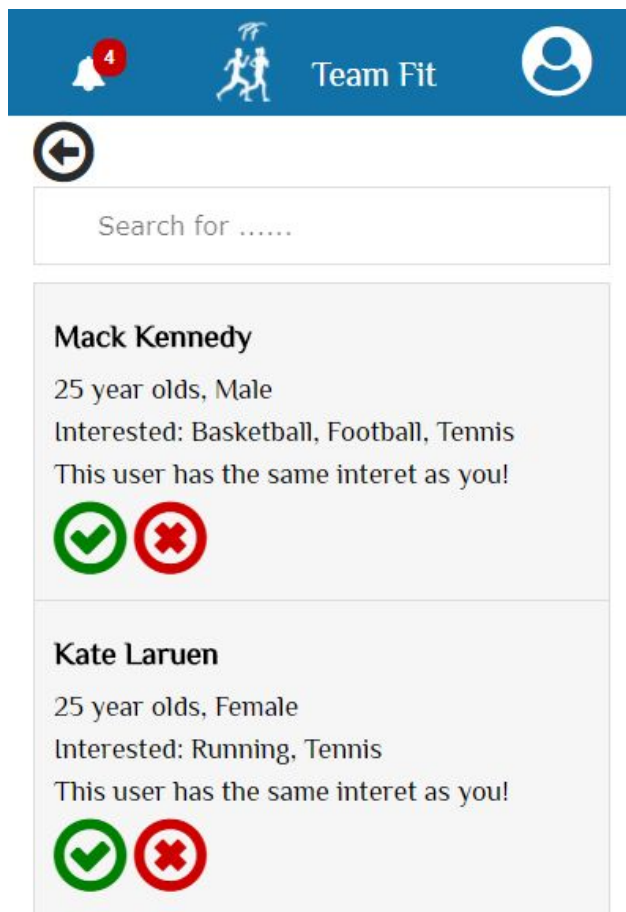


You could find friends around you:

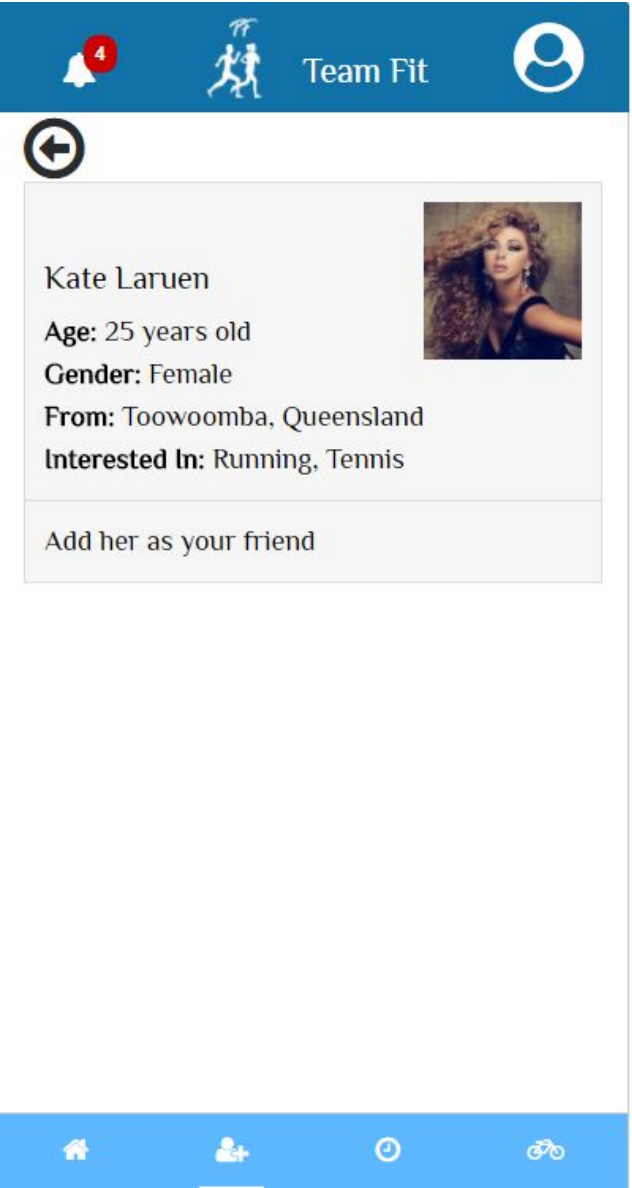


The addition of the map based location at the start only had the pins of the exact location of that friend, through our second user testing, privacy issues were raised as User thought having an exact location can problematic and a breach of privacy with other people. The addition of area based then was added, to show only the location area but not the exact location.

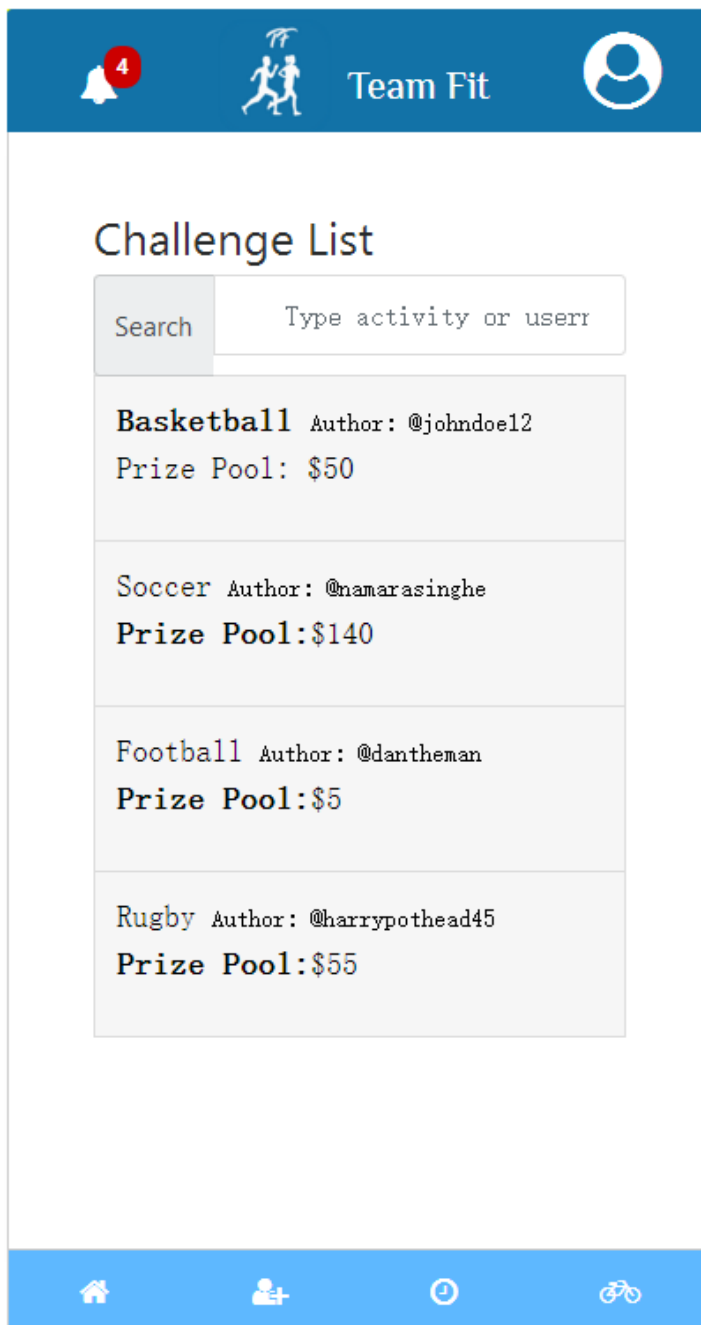
Find friends based on your interest (age, interests or location):



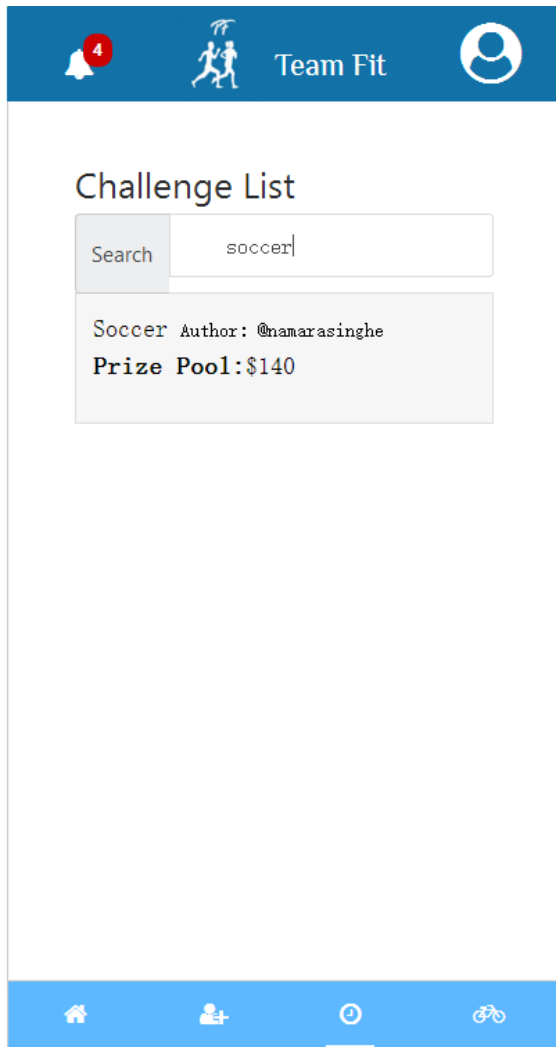
Click the name of the person to view more information:



Challenge Pages:

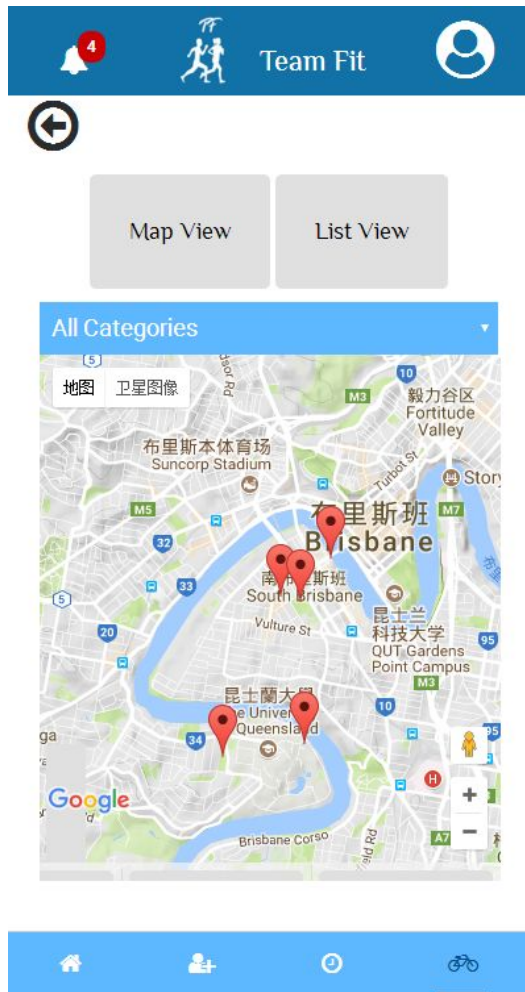


User can choose a challenge.

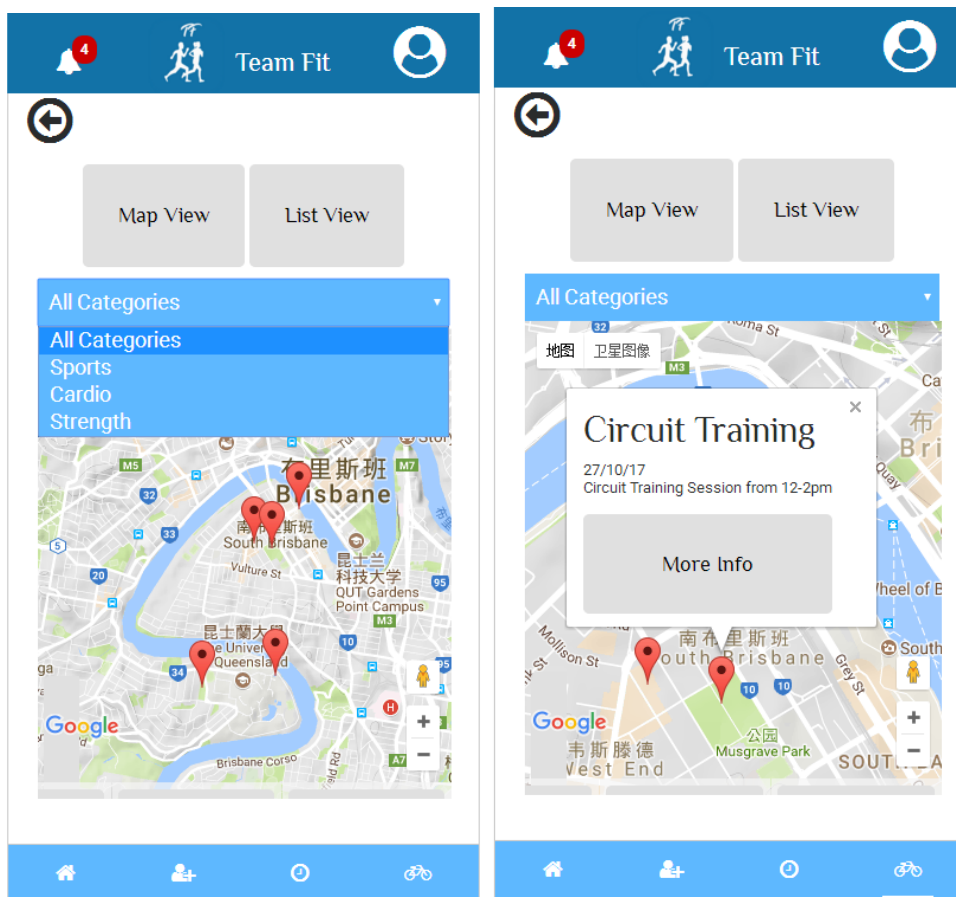


Users can search different challenges.

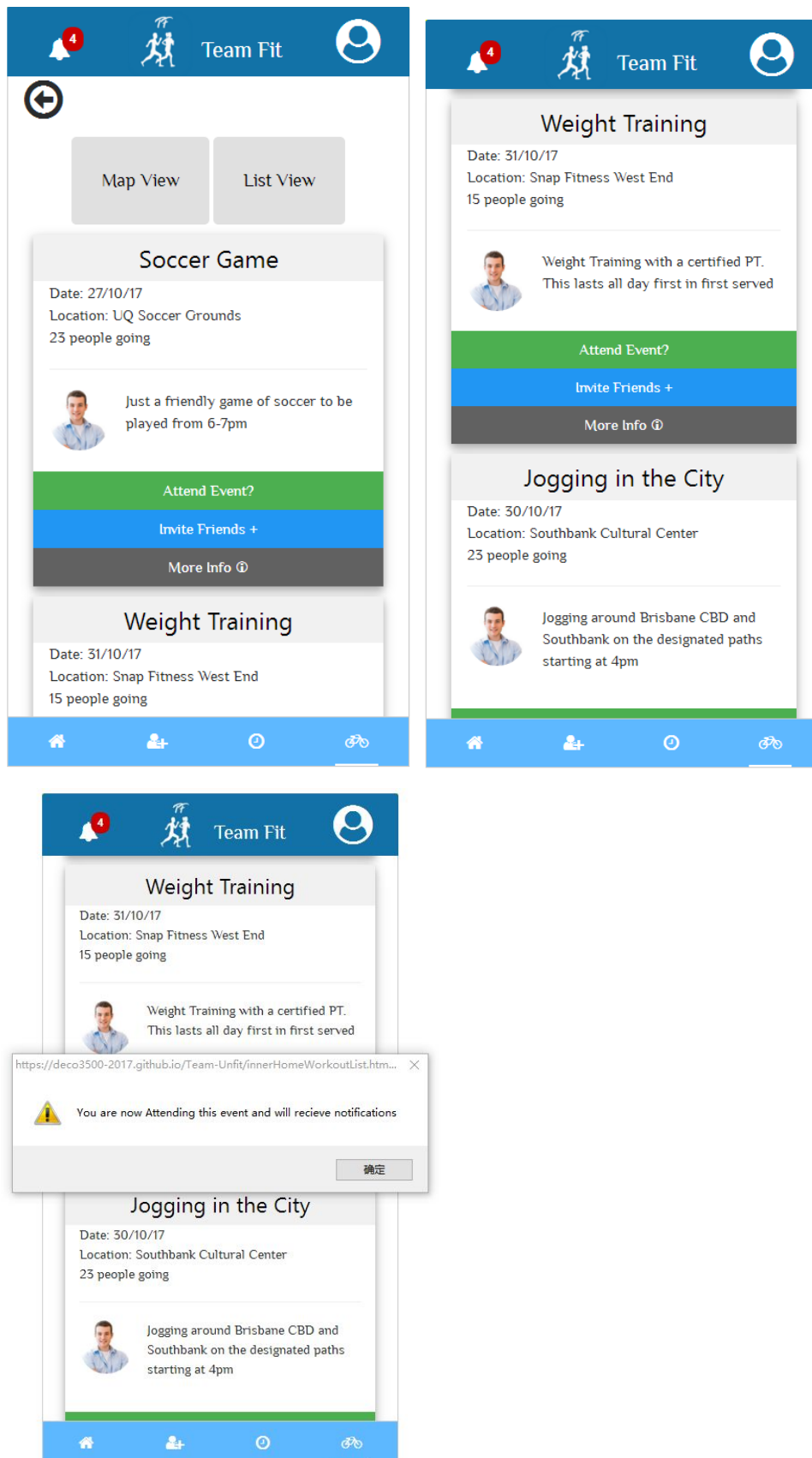
Workout page:



Categories list :



Workout page with sessions based on your location.



People could see the list view by selecting the workout option.

Summary

This application is able to aid people to exercise more with other people based on their location. It allows people to exercise in a community. People could use this application to find friends that inspire and motivate them to exercise more to achieve their personal goals together.

Team Fit aims to solve the problem of training long and boring sessions alone. Users can easily use the phone app to find a community to exercise along with, to achieve their personal best and goals. They are able to find training sessions based on the training category or their location. A session contains information about the date it is scheduled for, the location/location images and other users attending.

Working out on your own can be difficult and according to research having a partner motivates you to exercise consistently, harder and decreases your chances of giving up. The idea behind this app is that it allows users to find a community of likeminded individuals with the same fitness goals and interests as yourself. All users will have to sign up and input information such as fitness goals, personal bests, their weight, and what area they live in (Users can decide which information is made public). This information will help users find workout sessions that are tailored for them.

Process

Standup:

Wk8 Stand Up:

<https://github.com/deco3500-2017/Team-Unfit/blob/master/Wk8%20Stand%20Up>

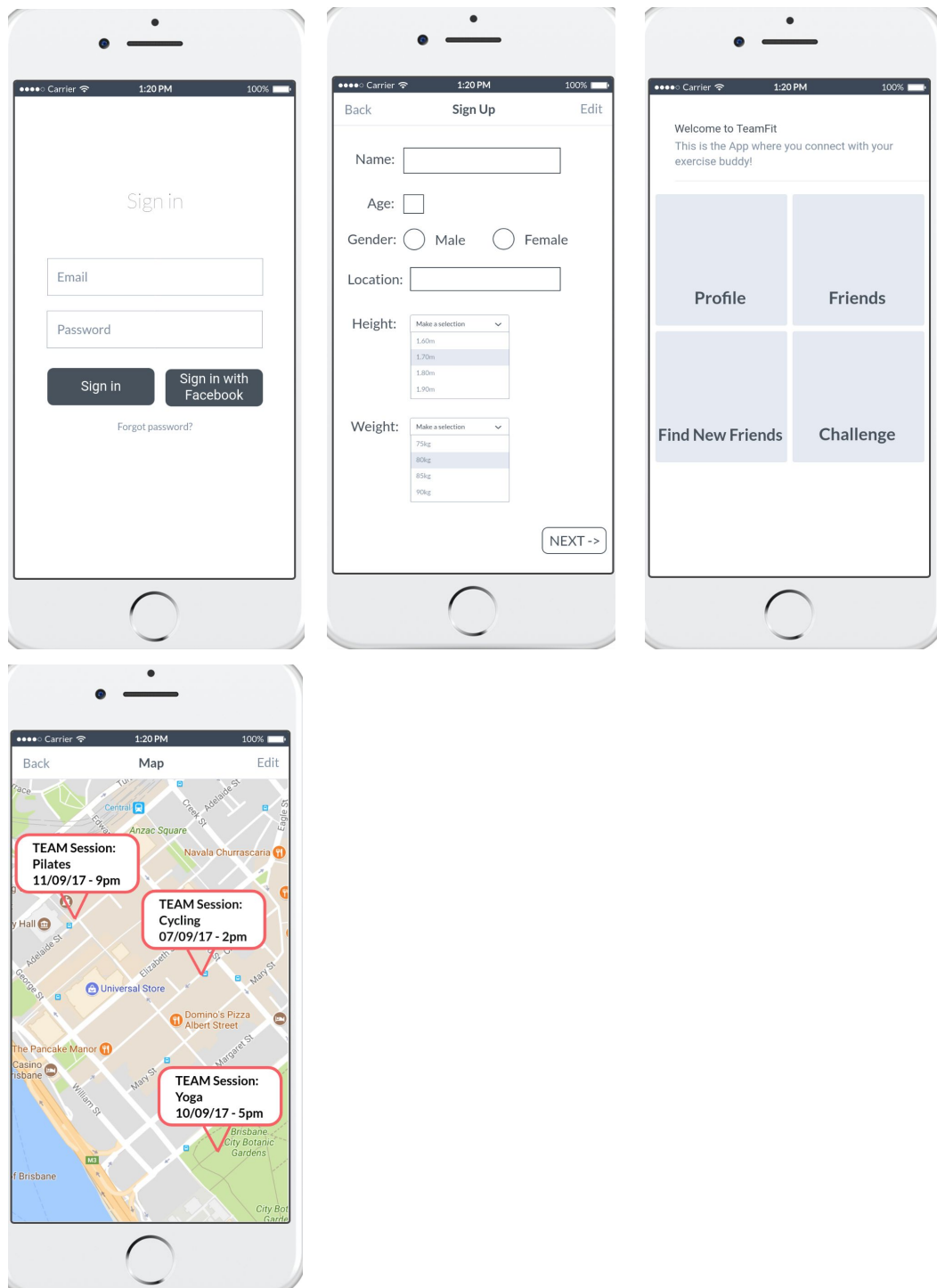
Wk10 Stand Up:

<https://github.com/deco3500-2017/Team-Unfit/blob/master/Wk10%20Standup.md>

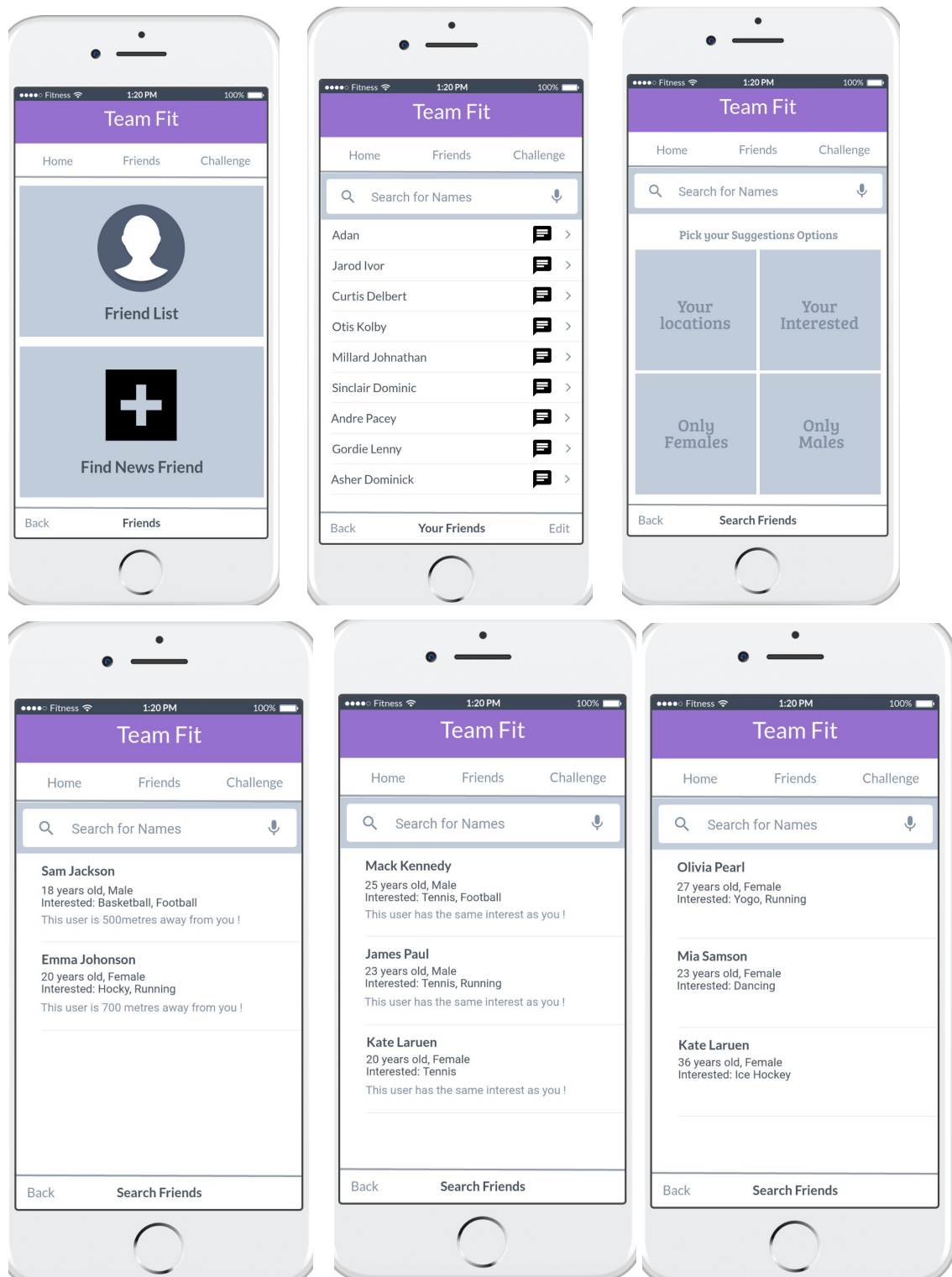
Wk12 Stand Up:

<https://github.com/deco3500-2017/Team-Unfit/blob/master/Wk12%20Standup.md>

From Marvel to HTML5:

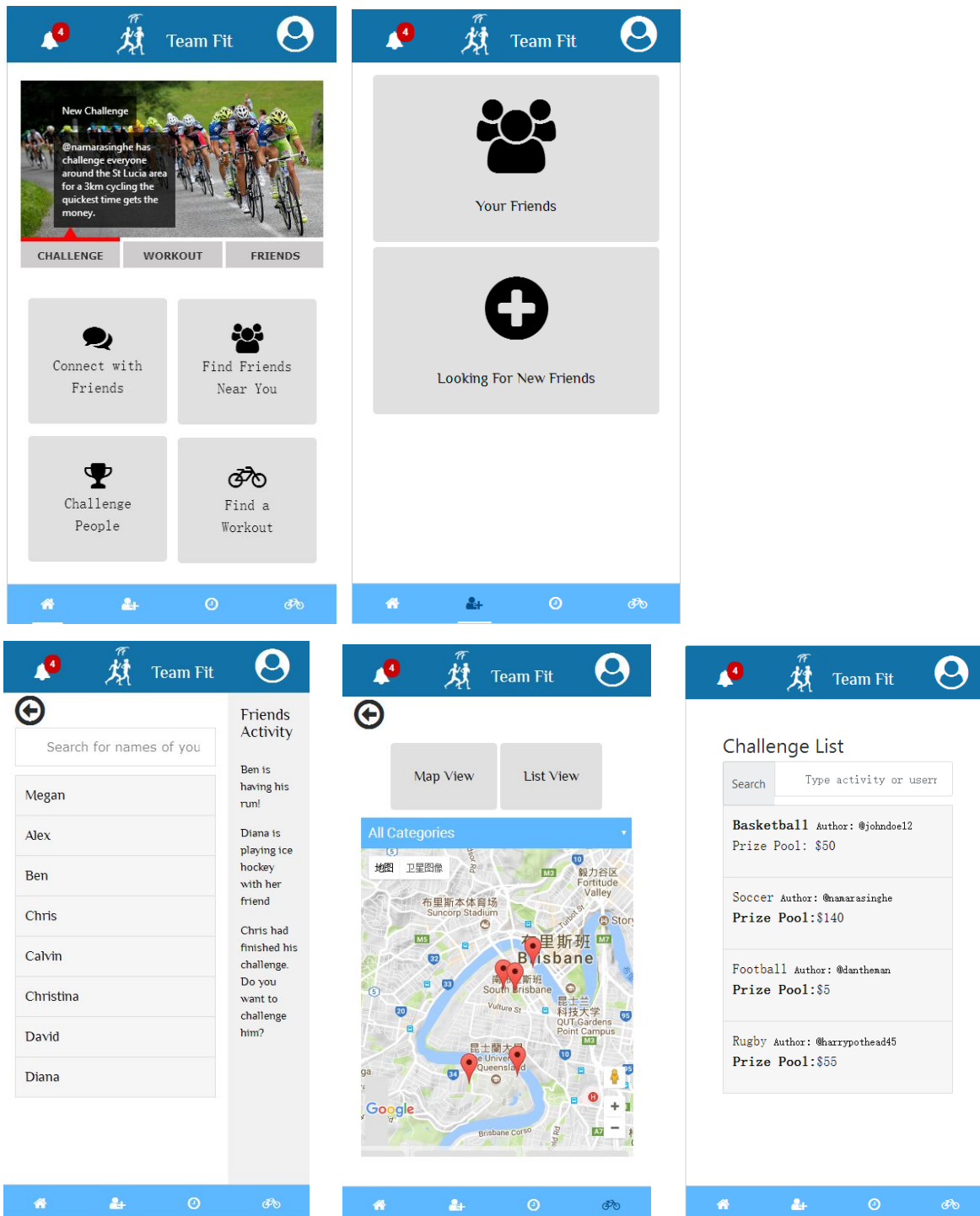


This 4 main windows were our first prototype designed in Marvel app, the design process was initially to have the main functionality in order to test these with the users. The main functionality we tested was the profile Sign In and Sign Up page and the most important one the map with the training sessions. From here we gathered some useful user feedback that makes us realised that having an sign in/up page is not really not necessary and sometimes this step might be annoying for users to go through.



This was our second prototype, from the results we got on our first prototype we decided to get rid of the sign in/up page and focus on the most in more important elements like the friends feature. We conducted an usability testing on users which raised some important concerns on privacy issues, with the find friends around your location. We tackle this problem by deciding to research on what current platforms like facebook, snapchat or flatmates usually do to tackle this kind of privacy issues,

the approach we took was the one that flatmate is currently using of area location pins.



For our last prototype we implemented all the previous tested features and added a more interactive functionality that Marvel app couldn't provide but HTML5 allowed it.

Work Breakdown

<u>Student</u>	<u>Roles</u>
Nipun Amarasinghe	Works on the documents and interactive prototype.
Jiaxuan Li	Works on the documents and interactive prototype.
Alvin Io	Works on the documents, promotional website, promotional poster and interactive prototype
Andres Munoz	Worked on documentation, promotional poster and interactive prototype.
Kian Noctor	Works on the documents and interactive prototype.