

App Product Design

Provisional with limited data:

- User enters their country (cuz too slow otherwise)
- User enters how much they can currently run
- User enters how much they want to run
- We find users, how did this progression work for them(within 2km)
- Phase 2
 - ◆ Start working on the spacing of runs

Final App Design:

- User's ID is entered
- User's practice data is synced (possibly displayed on a graph)
- User enters their goal(distance + time + by when they want to achieve it)
- The app finds users who were on a similar level and achieved the goal specified, their data practice is graphed and thus the user can see the trend.
- In addition to the graph, measures of central tendency can be taken from the data of these 'similar users' and displayed.
- Possibly if there is capacity: Draw out the wanted practice trend for the user that they must follow to achieve their goal. (This can then be overlaid on top of the other users trends)
- Possibly some geolocation feature
- Add a feature saying "You longest run was 30km, suggested new goal = 40km" then "the average 40km running time is 200 mins"

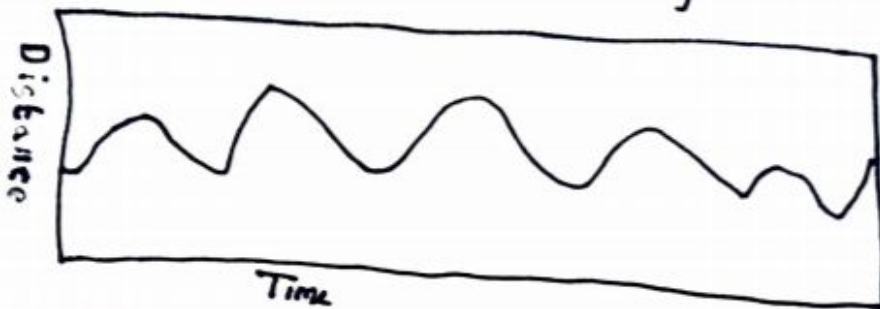
- Note: The factors: Distance, Time, Gap/Spacing of runs, resting before the marathon (peeking 3 months in advance)
- Note: Think of other graphing methods
- Note: Think about how to deliver the time taken of the run - Just eliminate the people who took longer than the time specified for the dataframe just like the distance?

Prototype - After login page:

RUNNING PRACTICE APP

Hi Ahmed!

Here is your practice summary



What is your distance goal?



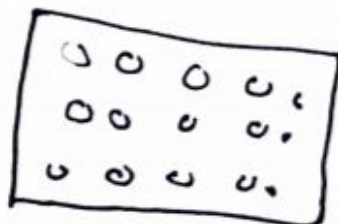
You chose 30km

What is your time goal?



You chose 150 mins

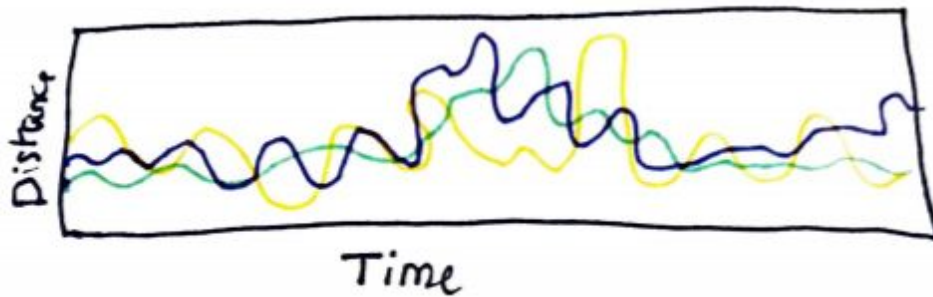
When do you want to achieve this goal?



← Calendar.

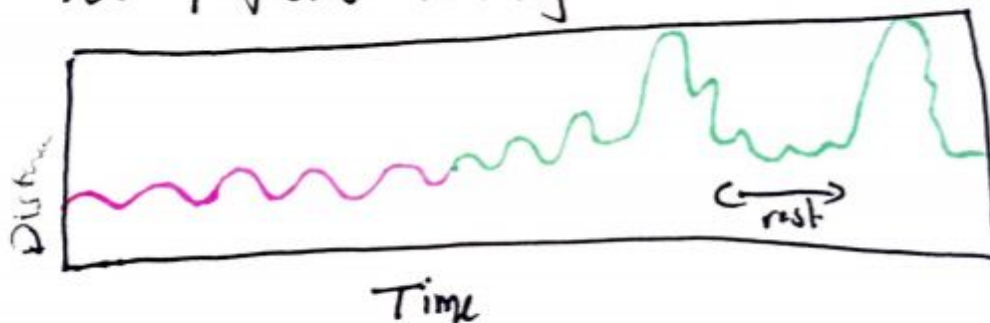


Users on a similar path



Measures of central tendency : Avg. time
: Avg. gap
: Avg. Time taken

Your projected training



Other resources :

→ Tips on running

→ Compare yourself to people in your country.