

Affinity Diagram: Skateboarding Progression Tracker

Tricks

Trick Categories:
Organizing tricks by their type (flatground, freestyle, vert)

Stance Variations:
Tracking tricks based on stance (regular, switch, fakie, nollie)

Difficulty Levels:
Categorizing tricks by difficulty (beginner, intermediate, advanced)

Self-Assessed Trick Rating:
Option for users to rate their confidence level for each trick.

Progression

Goals:
Option to set goals for specific tricks to stay motivated.

Date Landed:
Option to log the date a trick was first successfully landed.

Stats Recap:
Providing a summary of tricks learned and confidence rating changes over a period of time.

Reminders:
Notify users based on goals they have set or tricks they could learn next.

Lists

Trick lists:
The user could create lists of tricks.

List info:
Lists could have titles and descriptions.

List customization:
The user could chose to have their goals for each trick displayed in the list.

View lists:
User should be able to view all the lists they have created.

Trick Builder

Trick Creation:
Users shall be able to build tricks by selecting attributes such as rotation, flip type, and stance.

Custom Combinations:
Users shall be able to combine multiple attributes into one custom trick (e.g., combining kickflip with 360 rotation)

Determine Trick:
System could let the user know if the trick matches the attributes of a preexisting trick.

Save Custom Tricks:
Users shall be able to save custom-built tricks to their list for future logging.

Skill Tree

Skill Tree View:
User will have a skill tree that they can view that displays all of their landed tricks.

Skill Tree Sort:
User could select attributes to view only specific styles/orientations of tricks in their tree.

Tree as List:
User could save the orientation of the tree they are viewing as an editable list.

Progress path
User could select a trick and then see an example path of tricks to learn before that trick.