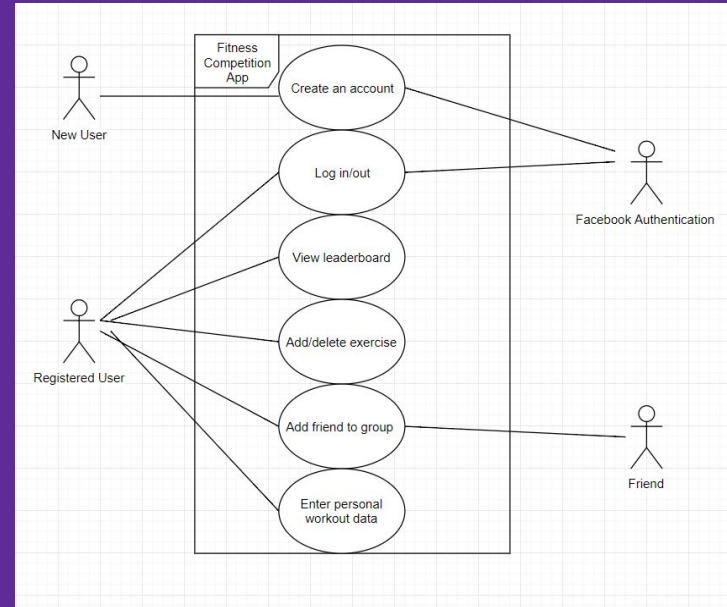


Swole Goals

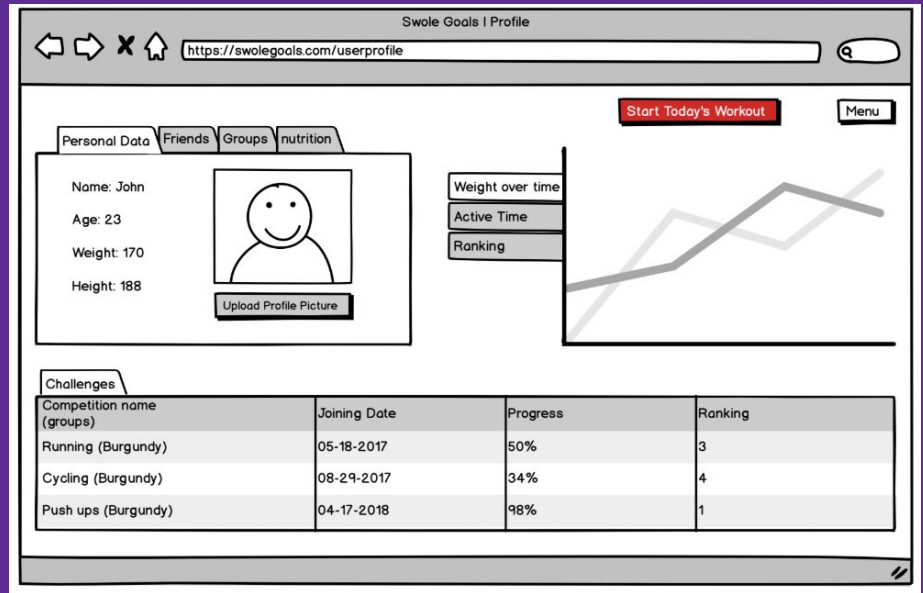
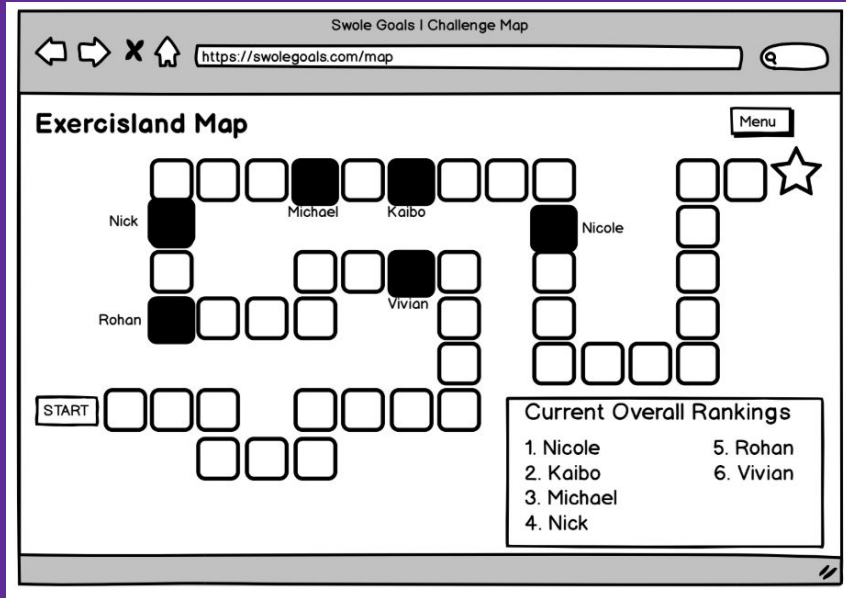
Vision

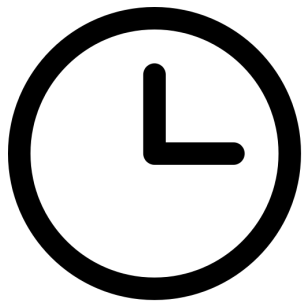
- Competition based fitness web app
- Requirements
- Strength Levels and Percentiles
- Gamified experience

Requirements

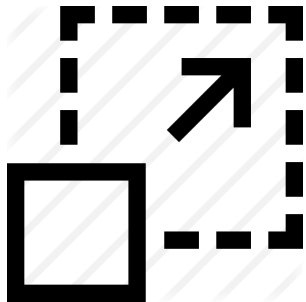


Interface

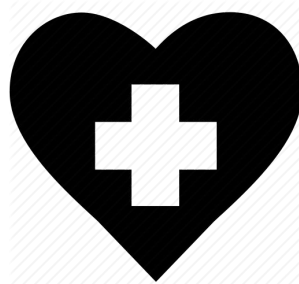




Time



Scalability



User Health



User Reliability

Feasibility

Script

Vision

- We want to encourage more people to become physically active. We do this by creating a fun app that encourages people to exercise and compete with their friends. We think that game-ifying the exercise experience will help users build good long-term exercise habits. A visual representation of you and your friends' progress on a game map will motivate you to compete against them, thus providing an incentive for you to finish exercise tasks every day. With our app, exercise will become more of a fun game, and less of a painful routine.

Requirements

- Actors include a registered user, an unregistered user, Facebook authentication, and a friend who is to be added to a group. The use cases are creating an account, logging in/out, viewing the leaderboard, adding/deleting an exercise from a challenge, adding a friend to a group, and entering in personal workout data.

Interface

- This is our gameboard. It allows the user can see their exercise progress compared to their friends. Each square on the game board represents one exercise the user must complete. The group can specify how many exercises they wish to complete a day. Points will be awarded depending on how well the user completed the exercise. Steady progression on the map correlates with the user's consistency in completing exercises. The end goal for each user is to reach the end of the game board before their friends by consistently completing exercises. When the first user reaches the end of the map, the game calculates total points accumulated by each player and announces a winner.

User Profile: This is the user profile interface for our webapp, on the top left, users can see their personal data, friends list and the groups they joined. On the right, there are graphs showing users' weight change overtime, their active time of the webapp and their ranking change over time. On the top, there is a quick button to start today's exercise task. On the bottom, we have a challenge board that showing your information in each group you joined, including the date you join the group, the exercising progress of the group and your ranking in the group.

Feasibility

- (Nicole)The main challenges we see in our application will have to deal with are time, scaling, user health, and user reliability. We may run into unexpected issues with API's that cost us time and cause us to miss our deadlines. Scaling will be another concern because in order to provide an accurate representation of user performance on features like the leaderboards, we need enough users to participate in our application. (Michael)We need to implement methods to prevent users from gaming the system by overexerting themselves while keeping them interested in working out regularly. We have discussed several methods such as variable points distribution and warnings after a user has completed too many exercises. Finally, since we rely on user input for their exercise performance, we must implement mechanisms to report or prevent users from lying as well as a system to discard faulty data.

Conclusion