Annotations for Decision Points in Fitness App User Journey (Updated with Dashboard)

This document outlines the key decision points made during the design of the user journey for a fictional fitness app, created for SkillCraft Technology Task 04. The prototype has been enhanced with advanced features, including a dashboard screen, while maintaining a low-fidelity approach, ensuring a smooth and engaging user experience from the welcome screen through onboarding, profile setup, goal selection, and dashboard access.

Decision Points and Their Impact

• Skippable Onboarding with Swipe Gestures:

- Decision: Added a "Skip" button and enabled swipe gestures using Hammer.js for the onboarding carousel (Screen 2).
- *Impact:* Reduces friction for users who prefer to skip, while swipe gestures make navigation intuitive on mobile, enhancing engagement.

• Minimal Profile Inputs with Validation:

- Decision: Limited the profile setup form (Screen 3) to three fields (name, age, fitness level) with real-time validation and local storage persistence.
- *Impact:* Prevents errors by validating inputs (e.g., age between 18–100) and saves user data, ensuring a seamless transition to the confirmation and dashboard screens.

• Visual Goal Selection:

- Decision: Used emoji icons and clear labels for goal selection (Screen 4), with visual feedback on selection.
- *Impact:* Makes the selection process intuitive and visually engaging, reducing cognitive load.

• Detailed Progress Feedback:

- Decision: Implemented a percentage-based progress bar with labeled steps (Screen 2–6).
- *Impact:* Keeps users informed of their progress with clear visual cues, reducing anxiety and dropout rates.

• Simulated API and Accessibility:

- Decision: Added a loading spinner during screen transitions to simulate API calls, and included ARIA labels and keyboard navigation.
- *Impact*: Mimics real-world app behavior for realism, while accessibility features ensure inclusivity for all users.

• Functional Dashboard Integration:

- Decision: Added a dashboard screen (Screen 6) displaying the user's profile summary and placeholders for activity tracking, workout plans, and progress charts.
- Impact: Completes the user journey by providing a landing point after setup