

DA CLIMB

Nathan Matthew Alberto



Empathize: Who is the user

Our user is someone who is new to rock climbing but not brand new and is someone who has gone and decided that they enjoyed their time and want to learn more. They want to learn more about climbing but struggle to figure out where to look as most information online is technically complex.

The hard part about our users is they can be very many ages, the most common new climbers are in their 20s, however, the age range is massive on either side as teens and even older adults start climbing.

Define: how our app is going to help/assist/support

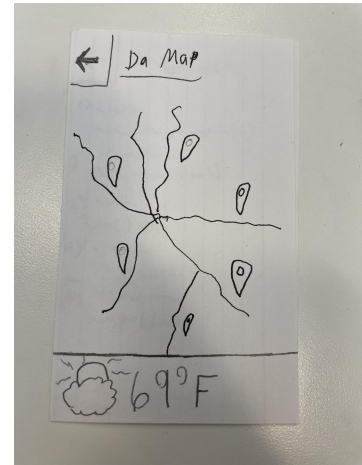
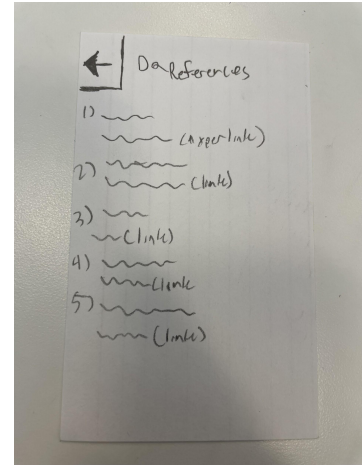
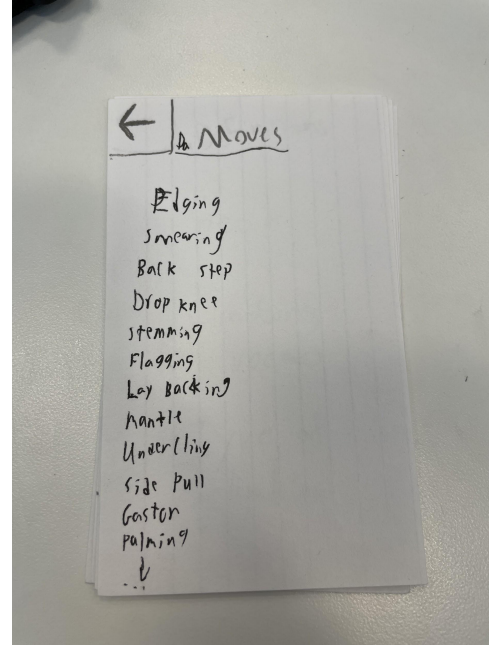
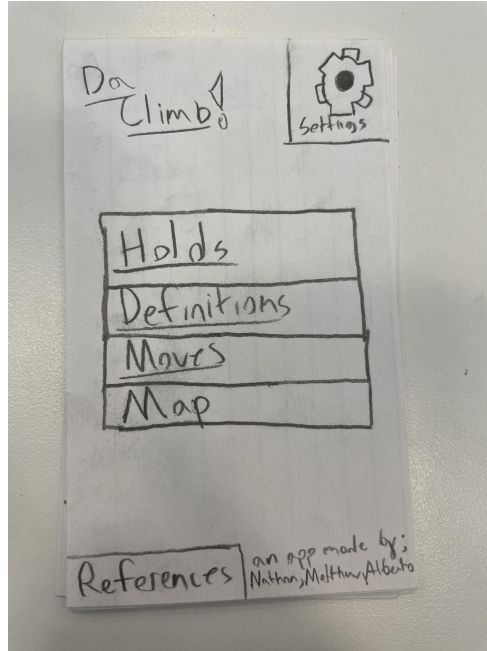
We want to create an application that can be used as a reference guide and a learning tool for the learning climber. We plan to design our application to be accessible to our target users.

The application will have simple to understand definitions and explanations of techniques of climbing as well as holds and even simple climbing terms. The goal of this is to aid the user in having more fun climbing and helping them understand more about climbing.

Ideate: Storyboard

1. The person goes climbing for the first time.
 - a. They are struggling a lot to start with but then it starts to slowly click.
 - b. They enjoy what they are doing and have a fun time even after being worn out
2. After getting back home or on the car ride back, they want to learn more about all the strange terms that they heard while at the gym
3. They find a few resources but a lot of them are hard to understand or are spread across different websites.
4. They find the application that helps them learn how to climb as well as climbing lingo.
5. They start to go climbing more using the application as needed to reference.
 - a. They also start using the application to look for locations to climb (map part)
6. They eventually don't really need the application more than just the map part and a source for good gear recommendations.
7. They get their friends to climb as well, they start to teach them and they show their friends the application to try as well to learn more.
8. Rinse and Repeat!!!

Ideate: Wireframe



Prototype: Demo

Evaluate: Evaluating our app

Design Heuristics

Match between app and real world

Information is all needed,
Good design, same theme
across the application

Minimalist Design

- Everything done in the app ◦
is describing something in
the real world. The lists
- function as libraries of sorts
- and the map function is a ◦
- integration with apple maps



Evaluate: Evaluating our app

IOS Human Guidelines

User control

User has control over what view they want to enter, contents they want to learn about and the location in the map selection. They have control over going back with back arrows

Consistency

All menu views within the app follow the same formatting in order to allow the user to become more familiar with the layout

Aesthetic Integrity

App is appealing to use, has good look and same look between views. Controls are intuitive and predictable

Metaphors

Tapping is second nature thing for digital era humans at this point. The map is a direct metaphor for maps in the real world. Each hold and move exists in the real world. Even if it takes a second for the user to read what each is.



Conclusion

lessons learned

Google docs and Google sheet are good planning tools.

We learned how to properly merge views and code together by sending files

Learned how to follow the HCI principles when developing an application.

Learned how to iterate on our design from sketch to demo to completion

future work

Flash Screen

More Views

Additional References

Possibly sharing and friends features

Ability to link people to locations and easily send over pictures of the definitions

More polish on look of the app past just the default "IOS-like" minimalist look, different colors and images to change up theme to be unique

limitations

Limited experience with SwiftUI and XCode

Time with other assignments and finals

Ran into version errors and strange differences when merging code.



Questions????