

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
choose 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.