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.

Steven Dindl & Devon Goshorn

View Trick Info (tre flip)

<back>   Trick

TRE FLIP AKA 360 KICK-FLIP ✔

Category: Flatground
Difficulty: Intermediate
Attributes: Kickflip, 360 bs shuv

<EDIT>
Date Landed: 9/10/2023
Confidence rating: 6/10
Goal: Land 3 tre flips in a row

<EDIT>

Video Link: youtube.com/myTreFlipVideo

Lists

Filter Lists   Lists   Create List

Title
Description

Title
Description

Title
Description
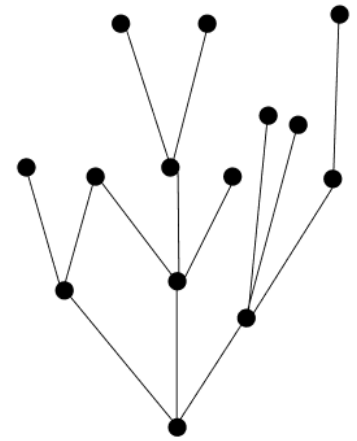
Title
Description

Title
Description

Title

Main (skill tree)

Filter Tree   Flatground Tree   Switch tree

Flatground Tricks

Save as List