

## 1.2 Aim and Objectives

This project aims to demonstrate the development, building and testing of a smart bicycle trainer, with a specific focus on compatibility with Zwift.

The objectives are presented in Table 1.1.

Table 1.1: Project Objectives

Hardware Objectives	
HO: 1	Provide an inexpensive indoor training platform
HO: 2	Monitor and measure rider inputs
HO: 3	Change the training experience based on Zwift feedback
Software Objectives	
SO: 1	Collect and process the rider inputs
SO: 2	Communicate and interact with Zwift platform
SO: 3	Control the training experience through hardware utilization
Final Deliverable Objectives	
DO: 1	Smart training platform that is accessible to a wide consumer range
DO: 2	Comparable features to similar available trainers at lower cost point