

# Final Project for Rock Climbing Mobile Application

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## 1. PROBLEM & USERS

### 1.1 Problem

Currently, there are not a lot of helpful rock climbing resources using today's technology. In fact, most of the resources are still paper books, which are often hard to find, overpriced, or only a specific sector of a recreational area. There is not a reliable resource that climbers can access easily and on-the-fly which allows them to plan safe, fun climbing outings.

Our mobile rock climbing application will allow for any climber to search for local climbing routes with the most up to date information reported by community members. We plan to allow users to have an account to save their favorite routes and list planned routes for the future, as well as to give feedback to other users of the app. We will provide flexibility to users with filtering options for things like parking, difficulty, type of rock, nearby amenities, and accessibility.

### 1.2 Target Users

Our target users are primarily rock climbers. Mostly physically able, relatively fit people ranging from teens to middle-aged adults of any gender. Target users may range in skill from beginner to advanced but will have some existing knowledge of how to climb. Most users should have some experience climbing outdoors or at least have an interest in learning to climb outdoors.

## 2. PROTOTYPE

### 2.1 Justifications - Design Principles

Many of the design decisions that we made were based on the insights we received after interviewing some local climbers. We noted that to these climbers, any information regarding the accessibility of a climbing area was very important. We decided to use this insight to make information regarding not only the accessibility of the area available but also make sure that the approaches of specific climbs were available as well!

Another insight we received was that books might have outdated information regarding a climb. A foothold might have broken off or a spider might have taken refuge in one of the finger pockets! We thought that since routes could always be changing that the route information that's available should also change as well. We decided that there should be a "history" area for each climb where

users can track changes for not only the difficulty but for hazards as well.

Lastly, one of our predispositions was that we knew climbers wouldn't want to waste time looking for climbs that they might like. Providing users with this information right off of the bat was a large consideration when designing this app. Right on the main screen, we've got a popular section that users can look at to get the highest rated climbs in their area. If they're looking for something a bit more specific then they can use the filter function to find both different difficulty times

### 2.2 Justifications - Feedback from Prior Feedback

We did not receive feedback from grading materials but we relied on our user feedback in our evaluations.

### 2.3 Justifications - Analytical Work

The overall task we were assessing in our analytical analysis was to ask users to select a popular rock climbing route. This task was important because it stress-tested different parts of the application.

Our analytical analysis gave our usability group potential ideas to modify components in our current application. One good example of this was learning that our application did not incorporate a uniform user interface across the whole application so adding essential elements including back buttons and home buttons on every page was necessary.

### 2.4 Justifications - Analytical Work

Our empirical results of the "Think Aloud" activity provided insights into where our application is clear and where our user became confused. When the user was filtering route by the level of difficulty, they showed some confusion on which dropdown menu to click. Although the dropdown menu was intuitive to the user, the vocabulary was a bit troublesome to find the right information. Because of this confusion, we decided to implement vocabulary that is more familiar to the user.

Additionally, during the empirical evaluation when the user was asked to change application settings, they demonstrated some confusion by reaching a conflict in the application. During this task, the user was to change their application settings but could not decide to click the "back" button or the "home" button to start

the task. After this realization, we decided to implement clear global program features (e.g. home button, back, etc.).

### 3. PARTICIPATION

#### 3.1 Contributions

All group members played an active role throughout this project. Each member contributed concepts to the final prototype for our rock climbing application and actively worked together to write up each project.

Our specific roles decided at the beginning of the term were:  
Jacob (Writer)

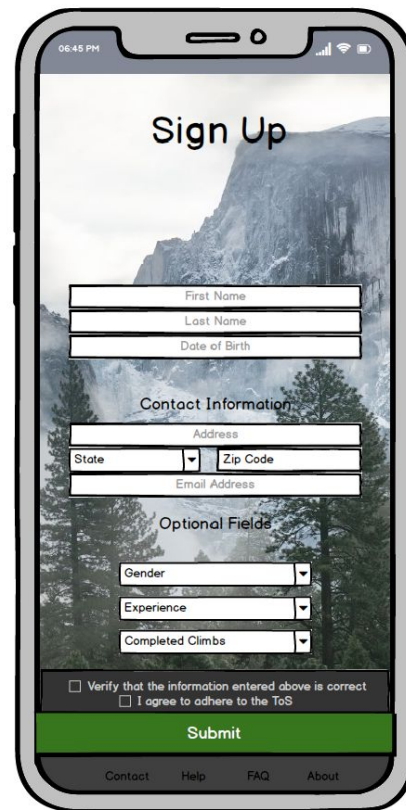
Irish (User Communication)

Marji (Visual Design)

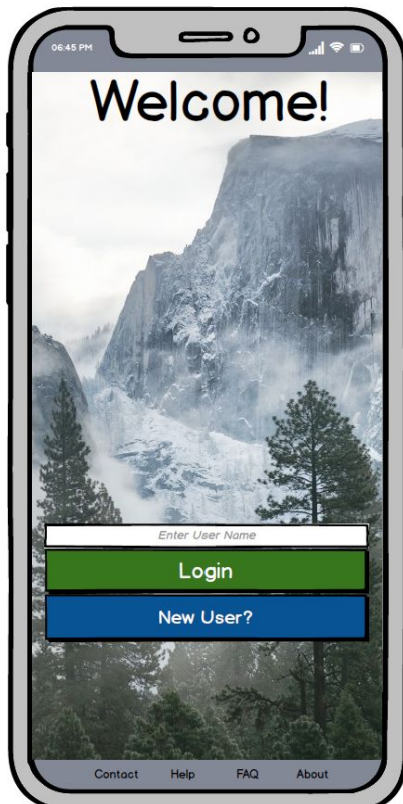
Kira (Leadership/Coordination)

Jacob was our dedicated writer which started as working on our team sketches then later turned into working in Balsamiq a lot by tying our Balsamiq prototypes together. Irish was our primary person to user communication and gathering data from the rock climbing community. Marji was our visual design editor and verified that all of our documents not only visually appealing but also that our documents met class requirements. Kira was primarily the organizer and helped coordinate projects, deadlines, and communication between members.

### 4. SCREENS



The Sign Up screen features a background image of a mountain. It includes input fields for First Name, Last Name, and Date of Birth. Below these is a section for Contact Information with fields for Address, State (a dropdown menu), Zip Code, and Email Address. An Optional Fields section contains dropdown menus for Gender, Experience, and Completed Climbs. At the bottom, there are two checkboxes: "Verify that the information entered above is correct" and "I agree to adhere to the ToS". A green Submit button is positioned below the checkboxes. A navigation bar at the very bottom contains links for Contact, Help, FAQ, and About.



The Welcome screen features a background image of a mountain. It displays the text "Welcome!" at the top. Below this is an input field labeled "Enter User Name". Underneath the input field are two buttons: a green "Login" button and a blue "New User?" button. A navigation bar at the bottom contains links for Contact, Help, FAQ, and About.

