

Sleepless_nights: Cycle Story - logging and sharing made easier

Team members:

Martin M. - Interviewer, Coordinator

Gal D. - Observer, powerpoint

Jasmin K. - Usability testing, documentation

Patrik S. - Final app and design

Everybody (Powerpoint, documentation, app, sketches for design)

Value Proposition

- Helping cyclists stay connected by turning solo rides into shared journeys.
- An app that makes documenting and sharing bike trips effortless, keeping cyclists connected even when they can't ride together.

Problem and solution

Problem:

- Cyclists often ride alone and miss out on shared experiences that increase enjoyment and long-term engagement.
- Many want to connect their rides with friends, but coordinating and sharing journeys is difficult with current tools.

Solution:

- An app that lets users document and share their journeys together with photos and videos
- Automatic GPS ride logging so trips are always saved without extra effort.

Tasks

1. Task 1: Starting a new journey (Easy)
2. Task 2: Adding a friend (Easy)
3. Task 3: Changing your personal information (Hard)
4. Task 4: Creating a journey in advance at a specific location (Hard)

Task 1

1. Task(Start a new journey at this moment)(Easy)

Look down at the bottom of the page

Find the navigation bar

Find "Home"

Click "Home"

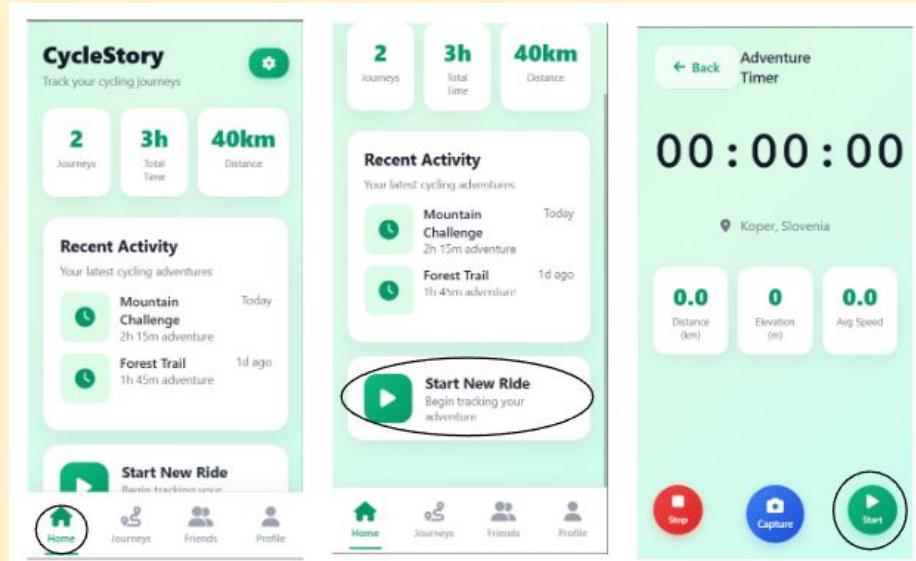
Find "Start a new ride"

Press "Start a new journey"

Look above the navigation bar

Find the "Start"

Click "Start".



Task 2

2. Task(Add a friend)(Easy)

Look down at the bottom of the page

Find the navigation bar

Find "Friends"

Go to the "Friends" page

Find "Add"

Click on "Add"

Find the label "Friend's Email or Username"

Look below and find "Enter Email or username" input

Enter your friend's Email or username

Look below and find "Send Friend Request" button

Click the "Send Friend Request" button

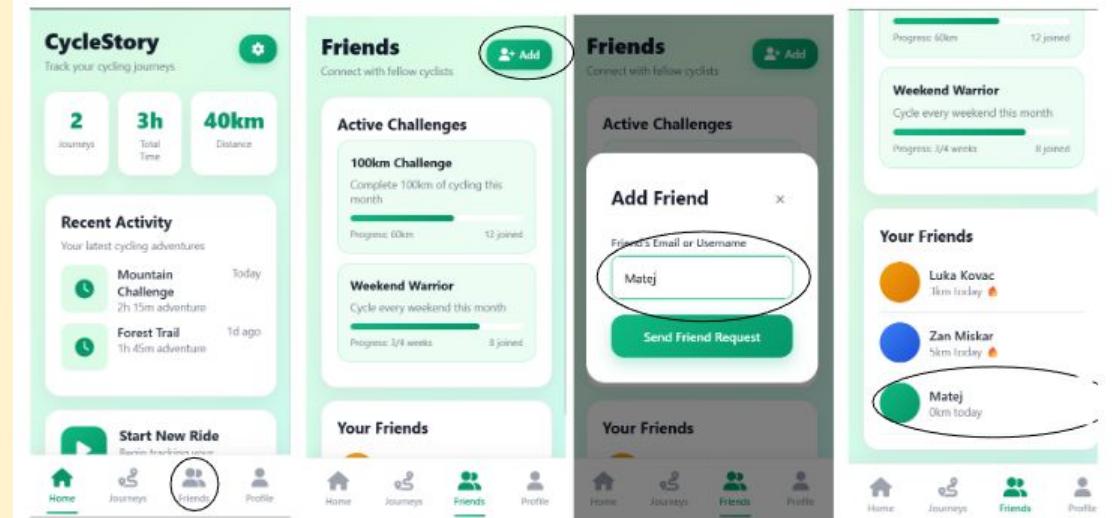
Look at the "Friends" page

Scroll down

Find "Your Friends" label

Look below and find your friends

See if your friend accepted your request



Task 3

3. Task(Change your personal information in settings)(hard)

Look down at the bottom of the page

Find the navigation bar

Find "Profile"

Click "Profile"

Look at the center of the page

Find "Edit Profile" button

Click "Edit Profile" button

Find the "Name" label

Look below and find "Enter your name" input field

Enter your name

Find "Username" label

Look below and find "Enter username" input field

Enter your desired username

Find "Email" label

Look below and find "Enter your email" input field

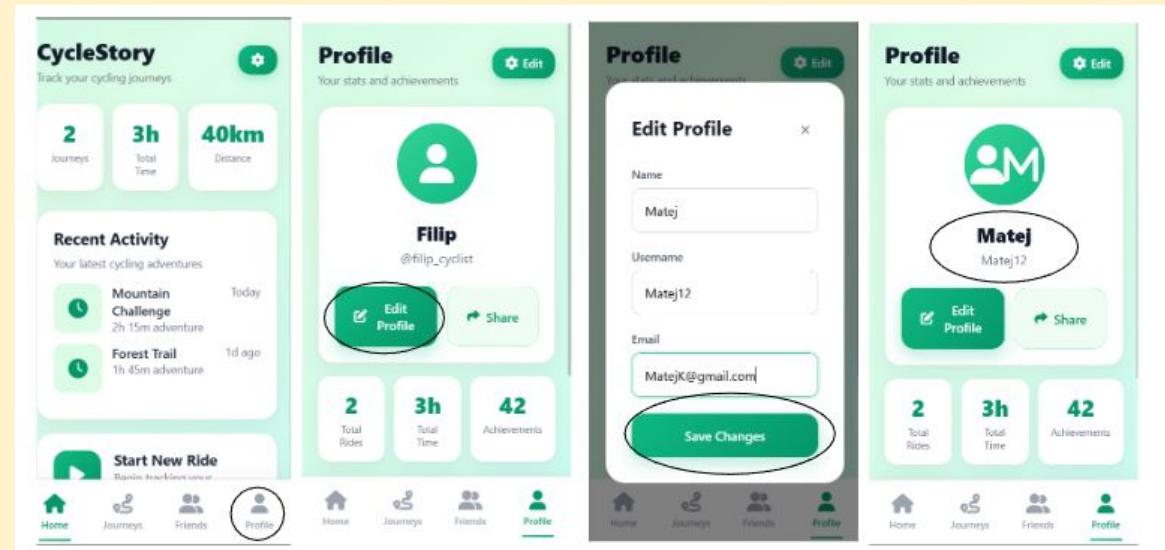
Enter your Email

Look below and find "Save changes" button

Click on "Save changes" button

Look at the profile

See the changed information



Task 4

4. Task(Schedule a journeys in advance at a specific location)(Hard)

Look down at the bottom of the page

Find the navigation bar

Find "Journeys"

Click "Journeys"

Find "new"

Click on "new"

Find the "Journey name" label

Look below and find the "Enter journey name" input

Enter your journey's name

Find the "Location" label

Look below and find the "Enter location" input field

Enter your desired location of the journey

Find the "Duration(in hours)" label

Look below and find the "Enter duration" input field

Enter your desired duration of the journey

Find the "Distance(in km)" label

Look below and find the "Enter distance" input field

Enter your desired distance of the journey

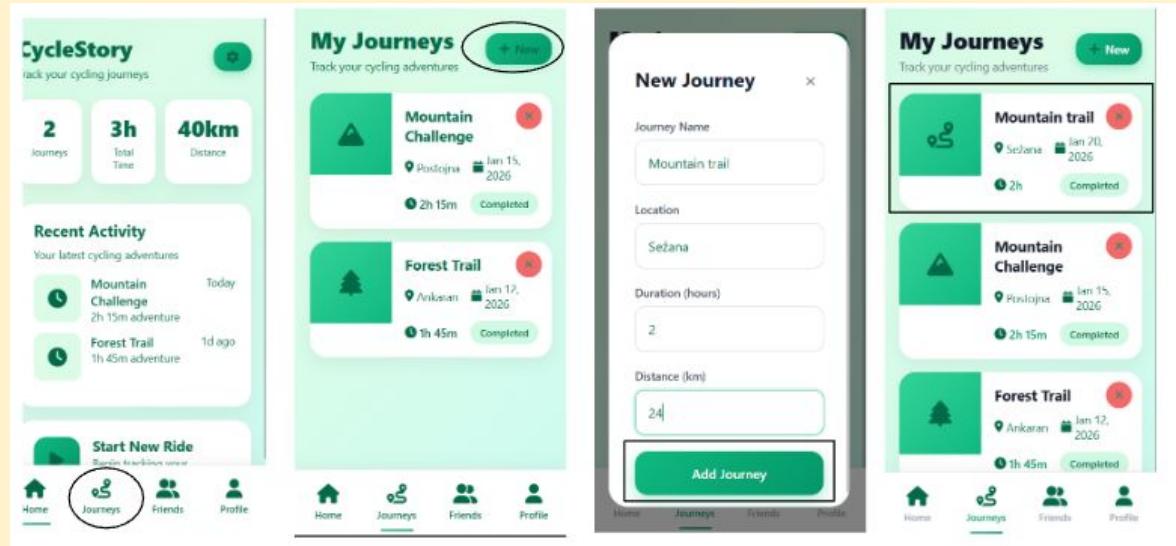
Look below and find "Add journey" button

Click "Add journey button"

Look at the journey page

Find My journeys

Look below at your created journey



System Overview (Core Tasks)

- Log rides automatically using GPS with optional photo and video capture.
- Prompt riders to take photos/videos at key locations through smart reminders.
- Create shared journeys by combining individual rides from friends into one storyline.

Initial Prototype & Evaluation

We started with our first design during the design challenge

The image displays a wireframe of a mobile application interface for a cycling app. The layout consists of several cards and a navigation bar.

Left Column:

- Login Screen:** Features two input fields labeled "Input here".
- Home Screen:** Shows a summary card for "CycleStory" with metrics: 8 weeks, 12 Journeys, 187 Miles, and 40 Photos. It includes a "Start a new ride" button and a timer card showing "Timer: 00:00:00" with "Stop/Start" and "Return" buttons.

Middle Column:

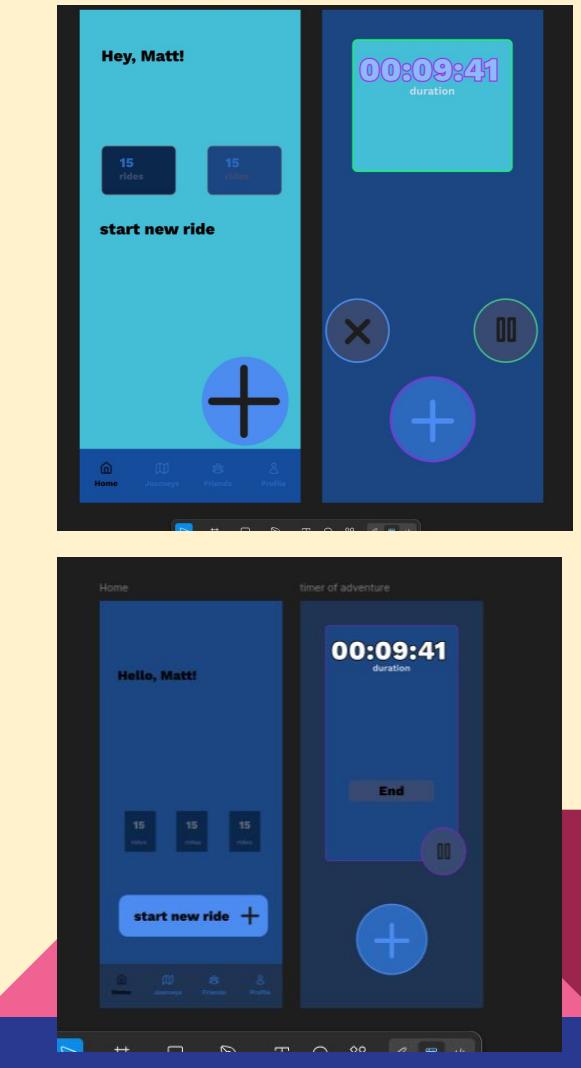
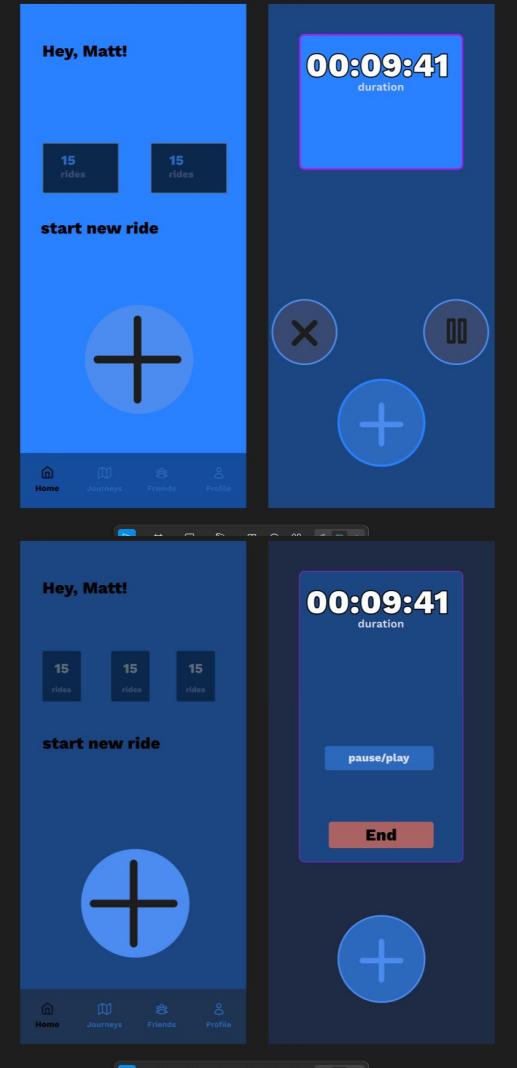
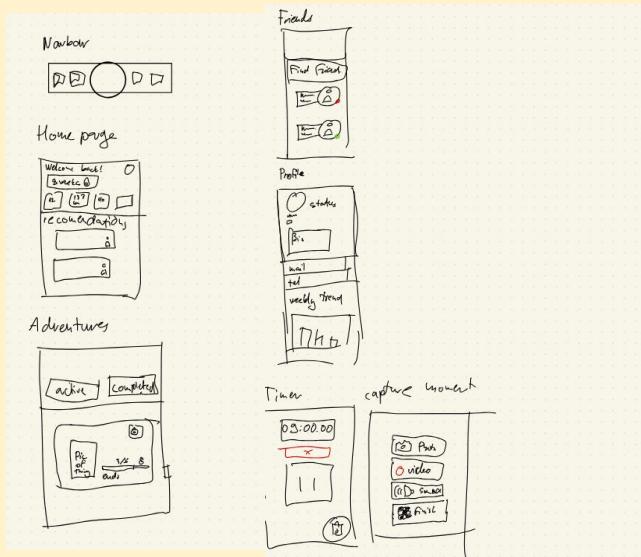
- Timer of adventure:** A card showing a timer at 00:00:00 with "Stop/Start" and "Return" buttons.
- Adventures Screen:** Displays 1 Active and 2 Completed adventures. Examples include Postojna (Progress 3/5, Ends in 8 days) and Ankaran (Progress 3/3, Completed on Nov 30).
- Friends Screen:** Shows a search bar "Find Friends" and three friend profiles: Luka Kovač (34 Trips, 3w Streak), Žan Mlakar (14 Trips, 12w Streak), and Ana Kranjc (15 Trips, 5w Streak). Each profile has a "Follow" button.
- Profile Screen:** Displays user stats: Highest streak (8w), Achievement (take 50 photos), and a weekly trend chart. It also shows a "Recap of your adventures" section.

Bottom Navigation Bar:

- Home, Journeys, Friends, Profile buttons.

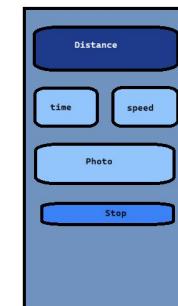
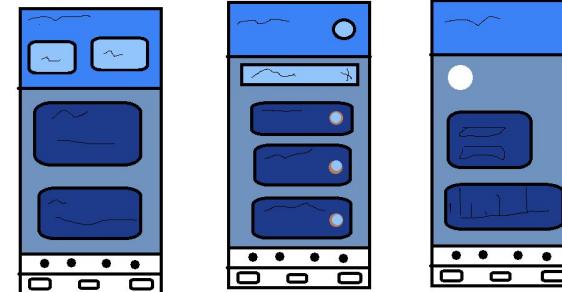
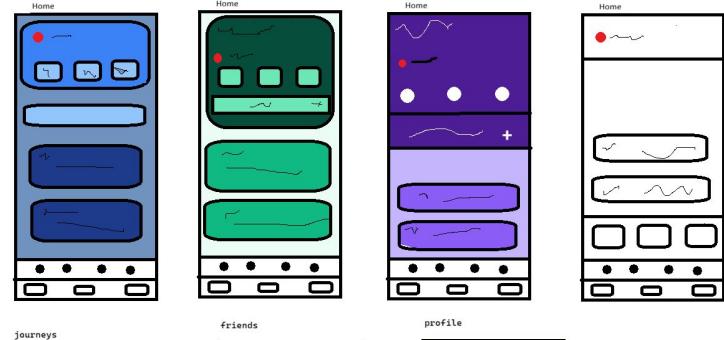
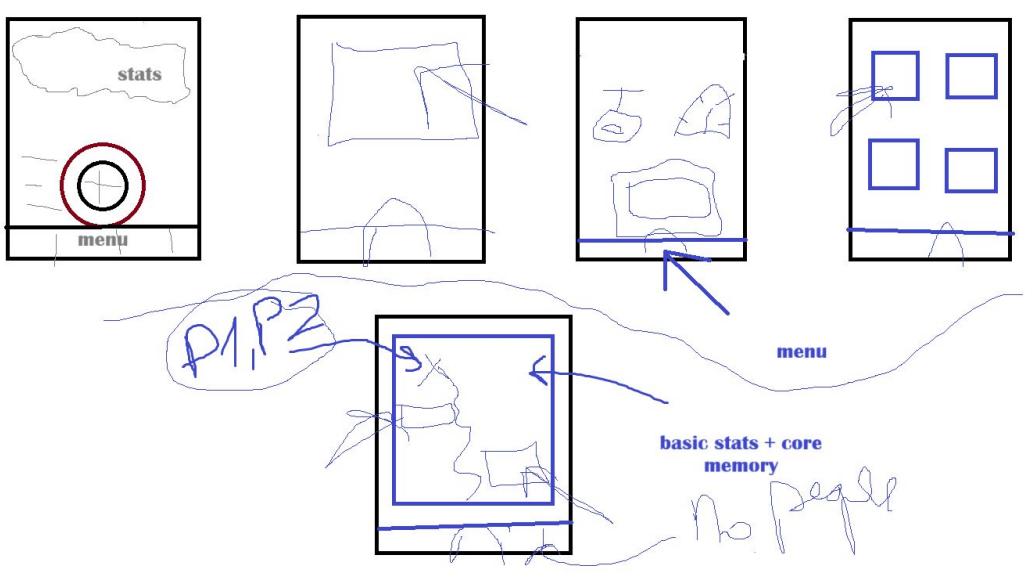
Quick designs

After that we decided that everyone takes time and draws out their preferred design that would work for our app:



Quick designs

After that we decided that everyone takes time and draws out their preferred design that would work for our app:



Segoe Print

Cascadia Code
SemiBold

Book Antiqua

Final design app:

After a discussion what would work we took some of the ideas from everyone and combined them together and got the final design:

The image displays a collage of screenshots from the CycleStory mobile application, illustrating its final design across various screens:

- Adventure Timer Screen:** Shows a large digital clock at "00:00:00" with a green background. Below it are three performance metrics: "0.0 Distance (km)", "0 Elevation (m)", and "0.0 Avg Speed". At the bottom are three circular buttons: "Stop" (red), "Capture" (blue), and "Start" (green).
- Capture Moment Screen:** A camera interface titled "Capture Moment". It features three buttons: "Photo" (camera icon), "Video" (video camera icon), and "Audio" (microphone icon). Below these is a placeholder area with a camera icon labeled "Preview will appear here". At the bottom are three buttons: "Switch" (refresh icon), "Take Photo" (camera icon), and "Stop" (red square icon). A "Close" button is located at the bottom right.
- CycleStory Overview Screen:** Displays key stats: "4 Journeys", "3h Total Time", and "40km Distance". Below this is a section titled "Recent Activity" showing two recent rides: "Ride 20/01/2026" (0h 0m adventure, Today) and "Ride 20/01/2026" (0h 0m adventure, 1d ago). A "Start new ride" button is at the bottom.
- My Journeys Screen:** Allows tracking of cycling adventures. It shows a summary for "Ride 20/01/2026" (Koper, Slovenia, 0h 0m, Completed). Below this are cards for "Mountain Challenge" (Postojna, Jan 15, 2026, 2h 15m, Completed) and "Forest Trail".
- Friends Screen:** A social feature to connect with fellow cyclists. It lists "Active Challenges" like "100km Challenge" (Progress: 60km, 12 joined) and "Weekend Warrior" (Progress: 3/4 weeks, 8 joined). It also shows a list of "Your Friends" with profile icons and names: Luka Kovac (3km today) and Zan Miskar (5km today).
- Profile Screen:** Displays personal stats and achievements. It includes a large profile picture of "Filip" (@filip_cyclist), an "Edit Profile" button, and a "Share" button. Summary statistics are shown: "2 Total Rides", "3h Total Time", and "42 Achievements".
- Account Settings Screen:** Located on the far right, it includes sections for "Email" (filip@example.com), "Notifications" (Enabled), and "Privacy" (Friends only). It also shows the app version "CycleStory v1.0.0" and a "Check for Updates" button.

Design Overview

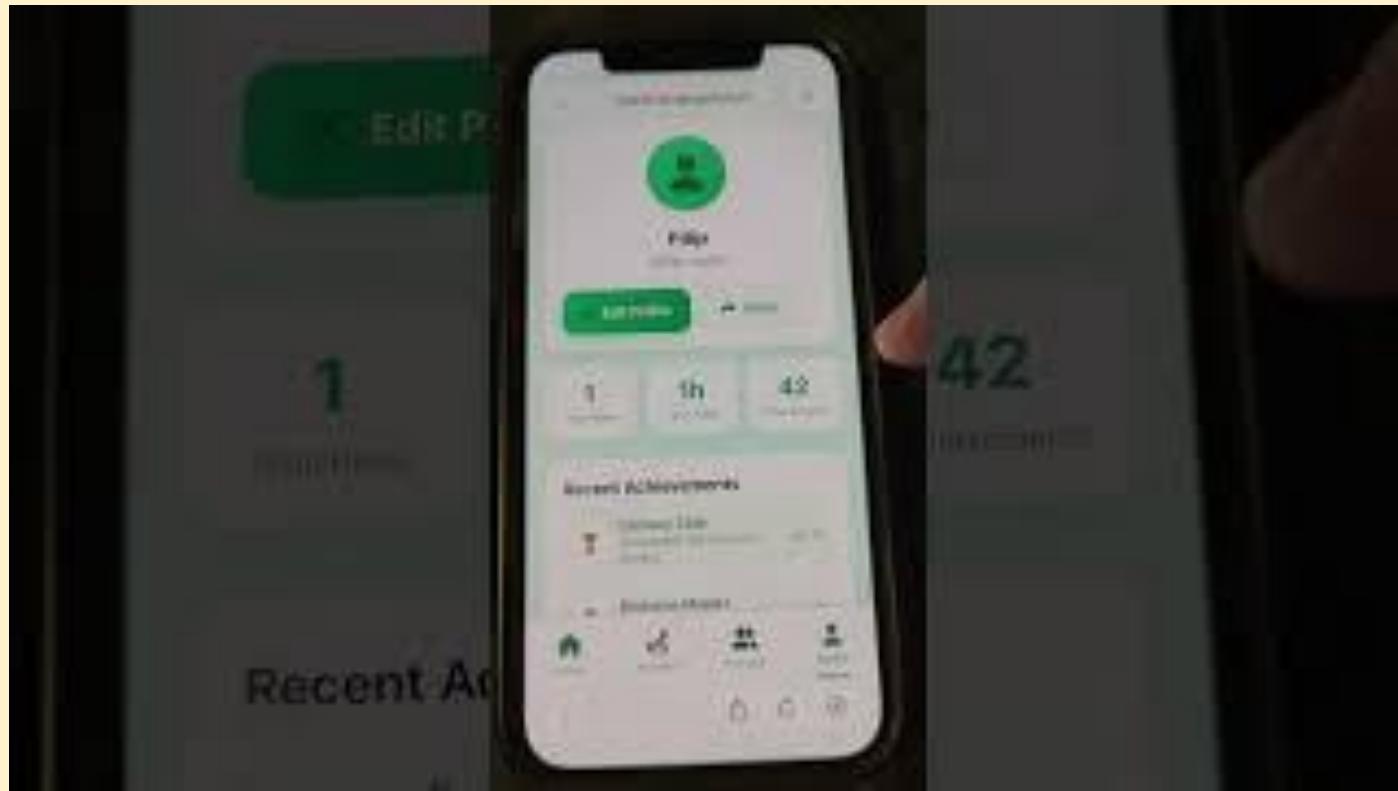
Concept

- Mobile app that logs rides, captures media, and creates shared journeys.
- Turns solo rides into social, collaborative experiences.

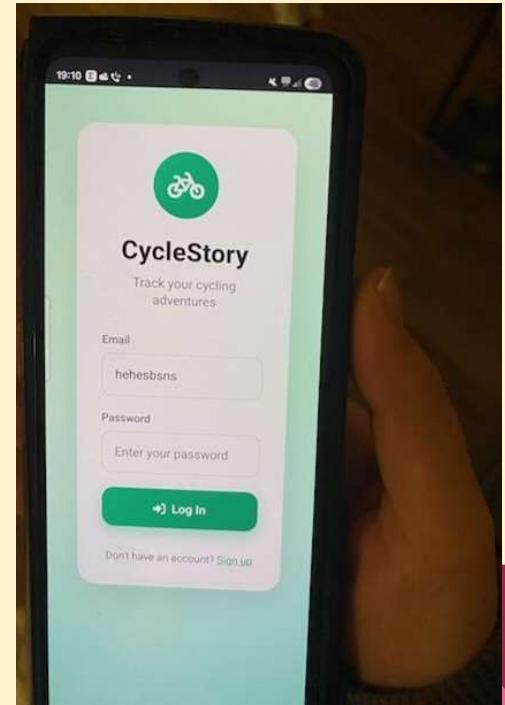
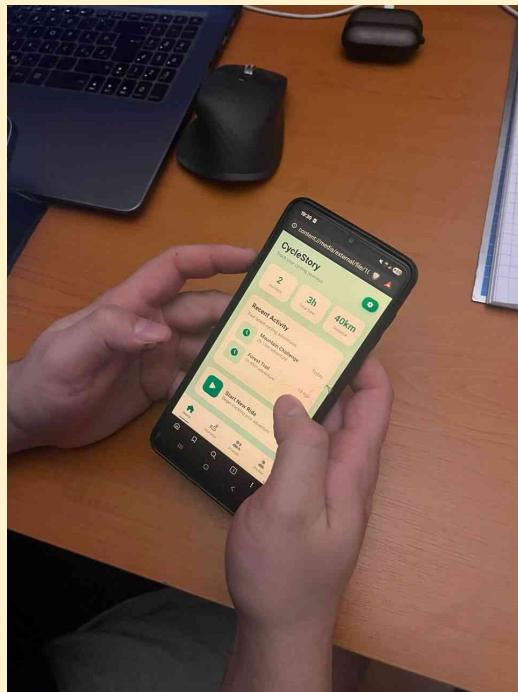
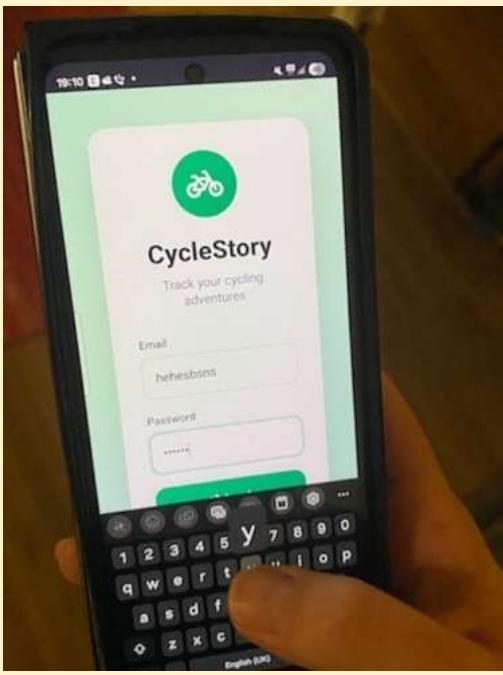
Core Ideas

- Automatic ride tracking
- Easy photo/video capture
- Combined journeys with friends
- Motivational summaries and challenges

Video



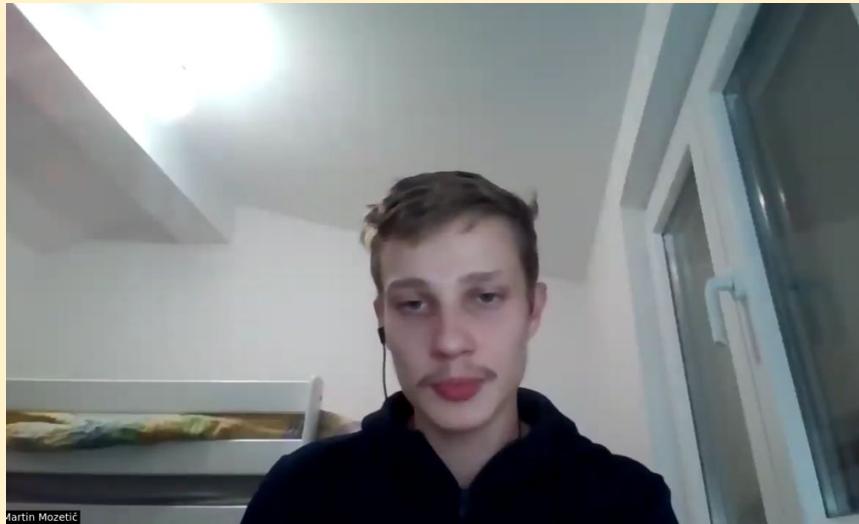
Testing of finished app:



Studies and Major Usability Problems Addressed

Study group - design sprint (Interviewer: Martin; Observer: Gal):

- logging activities rather than complex features
- More stats and seamless syncing with devices (the latter wasn't possible due to time constraint)



Studies and Major Usability Problems Addressed

Usability study:

- People that tested our app thought it was good and only needed a little refinements that being GPS

USERS	EASY TASK 1	EASY TASK 2	COMPLEX TASK 1	COMPLEX TASK 2	DEMOGRAPHIC
user 1	3s	9s	14s	30s	female, age 26
user 2	2s	8s	13s	28s	male, age 25
user 3	4s	10s	15s	31s	female, age 23
user 4	3.5s	8s	15s	32s	male, age 24
user 5	4s	8s	14.5s	31.5s	male, age 30
user 6	3s	8.5s	15s	33s	male, age 20
user 7	3s	8s	14s	34s	male, age 22

Studies and Major Usability Problems Addressed

Heuristics (both tested by group Mijangosi):

- Design sprint: error prevention and help / user guidelines

person/heuristic	1	2	3	4	5	6	7	8	9	10
1	FALSE	TRUE	FALSE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	TRUE
2	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE
3	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	TRUE

- Project: Lack of changing color although they liked the color scheme

person/heuristic	1	2	3	4	5	6	7	8	9	10
person1	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE
person2	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE
person3	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	TRUE	TRUE	TRUE

Prototype Implementation

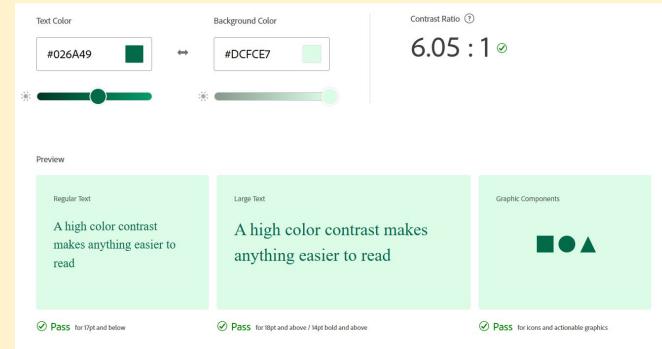
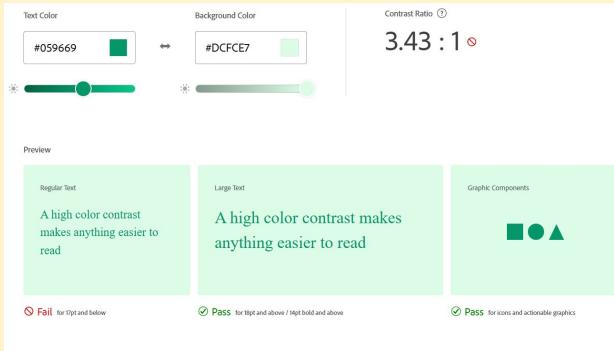
Tools that helped us:

- Figma enabled rapid prototyping and early identification of issues, saving development time.
- GitHub simplified collaboration, fast deployment
- YouTube Tutorials helped the team follow UX/UI best practices.
- Html/CSS/JavaScript (Visual Studio Code)

Prototype Implementation

Tools that helped us:

- Adobe Color ensured proper contrast and visual balance (had to adjust)



Tools that didn't help us:

- React (too complicated to learn)

Prototype Implementation

Wizard of Oz:

- real-time location detection (GPS)

Hardcoded (if production would have been solved):

- friends lists (altho addable)
- profile info (altho editable)
- Location detection (GPS)
- Journey list
- achievements

Prototype Implementation

Future improvements include:

- real-time location tracking
- a server-based database
- user authentication
- Node.js backend with a database

Summary

All in all:

- great learning experience
- Not all people will love it but not all..
- Casual riders and the ones that watch the landscape/nature

Things that were not feasible (only commercial product):

- Syncing with devices
- Proper GPS tracking

Resources

Slides: https://docs.google.com/presentation/d/1X5F-sDzIJRKqwlE4xtL3gIPTNcFzP2p_ANcHXKNjWDE/edit?usp=sharing

Docs: <https://docs.google.com/document/d/11wieuFMOaRKj5Jlzd3oIFL0pwOW1EIVM0TCWwbMh3AA/edit?tab=t.0>

Focus group recording:

https://drive.google.com/file/d/1EYDnQfVOBdIKi2j_1SHtJMfwrk1xmLGX/view?usp=sharing

Final App: <https://drive.google.com/file/d/1E1VzRqLi1kQw6dAFpwQZzQyqSW9h-NCk/view?usp=sharing>

<https://brainwreck6.github.io/Cycle-Story/CycleStory.html>

Video:

<https://drive.google.com/file/d/1EvTJZEbS6Mry6KRfovbtOLwCDa7jrAFc/view>

Thanks for listening

