Swole Patrol

Screenshots:

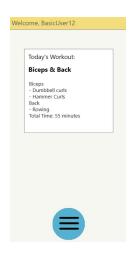
Login page:

After typing in your username and password, press "Login" which will take you to the home page.

If you forgot your password, select "Forgot Password?" In order to create a new account, click "Create Account".







Forgot password:

After typing in email, click "Send email" which will take you back to the login screen with a textbox that says "Check email for new password"





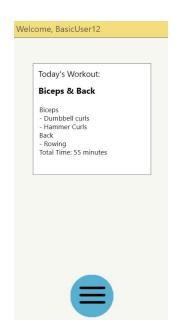


Create Account:

Enter in all the data asked. When selecting gender, press the drop down arrow for choices either male or female. Once all the information is filled out, hitting the create account will send you to the home screen of the application

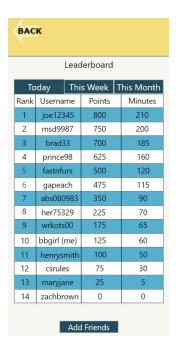


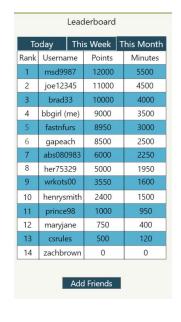


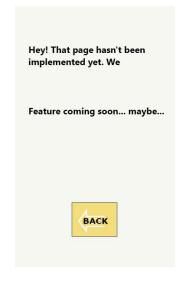


Leaderboard:

This shows where you and your friends rank. You have the option to view today's ranking, this week's ranking or this month's ranking which can be done by selecting the different tabs. Selecting the button "Add Friends", takes you to contacts.

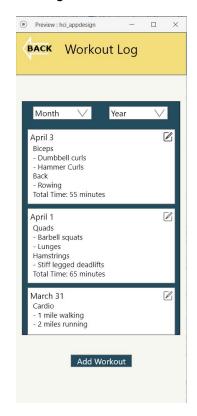




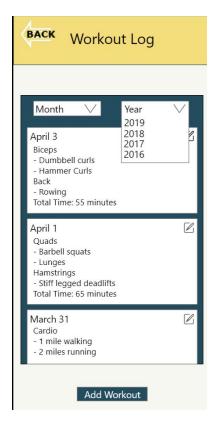


Workout Log:

You can filter the workout log by selecting a certain month or year. Without a filter, the workouts appear in descending order from today. You can also edit a workout by selecting the edit icon. Clicking add workout will bring you to the workout page to choose a workout to do and then add to the log with the time.

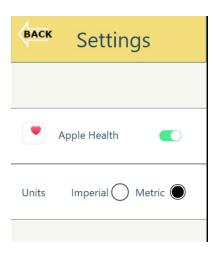


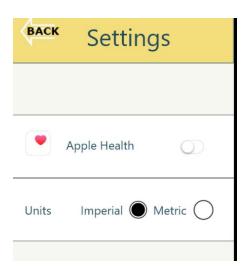




Settings:

The settings of the workout app provides a clickable option to pair with apple health for apple users, and an option for users to choose between imperial and metric units.

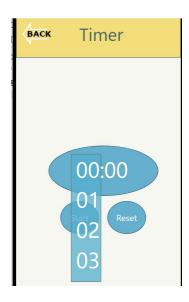


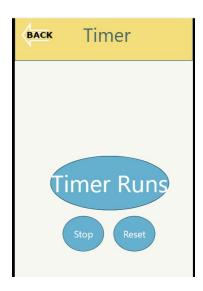


Timer:

Gives a clickable option to start the timer, which then switches to a stop button once clicked. However, the timer itself is not yet functional.







List of features with brief descriptions:

Leaderboard

Allows the user to have competition among friends and track each other's progress over the last day, week, and month.

• Calorie Counter

Allows the user to track the calories that they are eating throughout the day to help them stay on track.

Workout Log

Allows the user to view previous workouts showing what was done and for how long.

Forum

Allows users to post updates and communicate with other users.

• Workout Randomizer

Allows users to get a random workout for the muscle groups that they select. Helps users to not feel bored working out by spicing up their workout routine.

Timer

Allows the user to time themselves when working out.

Contacts

Allows the user to view contacts which can be used for leaderboard

Settings

Allows user to change basic settings related to the application

Usability specifications:

- Learnability
 - Test how long it takes for the participants to perform certain tasks on the app
 - Observe their reaction while completing the tasks to see if they are pleased or frustrated
- Efficiency
 - Timing how long to do the specified tasks
- Retainability
 - We could test this by giving them a set of benchmarks to complete and then have them come back to the first task in the end of the interview or even a couple of days later and see if it took more times or less than before.

Initial evaluation/testing plan:

- Benchmark tasks:
 - Login
 - Create Account
 - Check out leaderboard
 - Select a workout
 - Ask a question
 - Look at workout log
 - Forgot password
 - Add to calorie counter for the day
 - Sync contacts
 - Access settings?
- Questionnaires
 - o On a scale of 1 to 10, how easy was this app to use?
 - On a scale of 1 to 10, how did you like the design of the app?
- Interview Questions
 - Before the user tries the system, we would ask several questions to gage the user's demographics and their familiarity with technology and exercise. After the the user tries the system, we will use questions with a likert scale to help establish what the user felt about the system and how strongly the user felt about specific aspects of the system. We will pay careful attention to how to questions are worded, making sure that they are clear and concise. These questions would need to span from asking about how intuitive the system was to use, what users felt about specific features (calorie counter, exercise randomizer, the forum, the leaderboard, etc.), and if the user would voluntarily use the app themselves. This would give us a better grasp of what parts of the design worked for the users and what didn't.

- What other evaluation techniques? Why or why not are these appropriate to use?
 - Videotaping, face-to-face and think aloud, or group interviews. Group interviews probably would not be best because we do not want people's opinions to be swayed in any way. Videotaping could be good, but we would need consent from people, and for this particular project and timeframe, it may be too time consuming. Face-to-face interviews would be great and having the participants to think aloud would allow us to understand their process and reaction to the system a lot better. Depending on our sample size, however, this may be also be too time consuming.