

# Swole Patrol

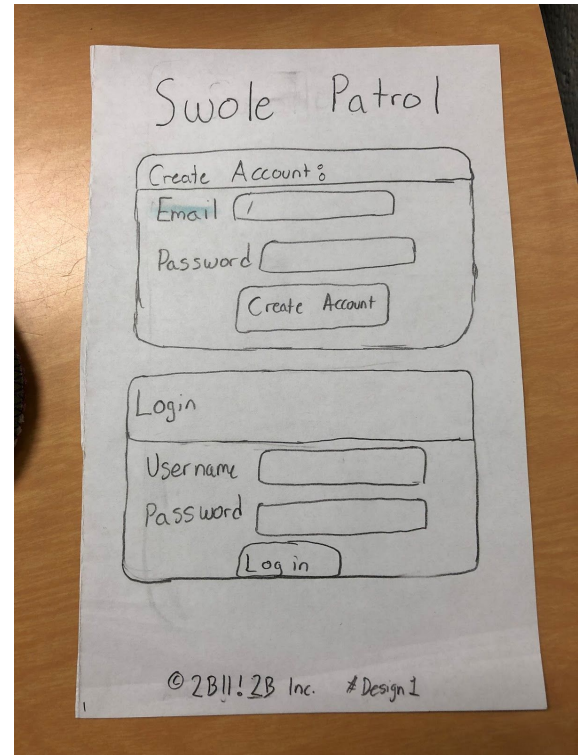
## About our application:

Our application, Swole Patrol, is a fitness application that helps the user track information relating to their workout. This app has various features from scheduling workouts for each day, to a calorie counter for those that need are losing weight. So when designing our application, there are going to be some parts of the design that are going to be kept similar. Such features include the settings, timer, and contacts. Those features are basic features that most applications have. There is no need for us to create a new design for this, and just keep it nice and simple. The other features, we did discuss about and came up with three different designs. When discussing which design our group prefers, we were leaning more towards design three due to its simplistic UI. However, we did enjoy one or two features from the other designs, so we may see how we can extract the best parts and incorporate it into the final design.

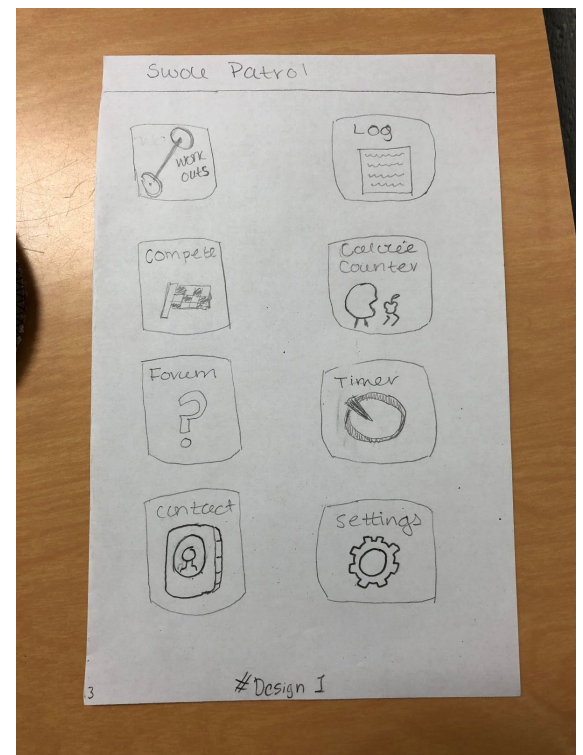
## Design 1:

This is our first design. One of the main features for this design is that in the top center section, we will always have the name of the application. This way the top part doesn't feel too empty. When the user opens the application for the first time, they will be greeted to this login screen. Our login screen has both a "create an account" option and a "login" option. Each option has a more padding than design two and is rectangular compared to design three.

Our main page has widgets as a means to select options for the app. The picture combined with a short name gives an immediate idea to users of what each option does. This design is visually appealing and easy to use. It is intuitive. However, it looks like many other apps, so perhaps it could be improved upon by adding more innovative design principles.



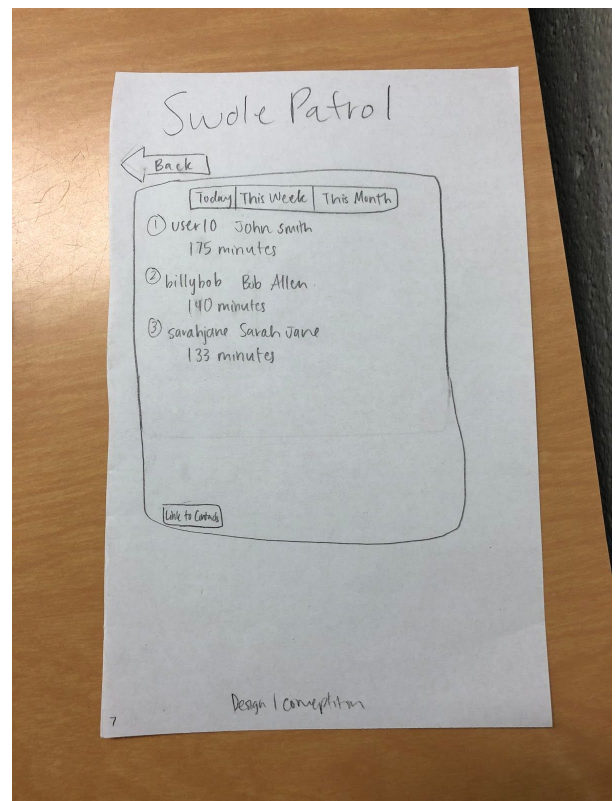
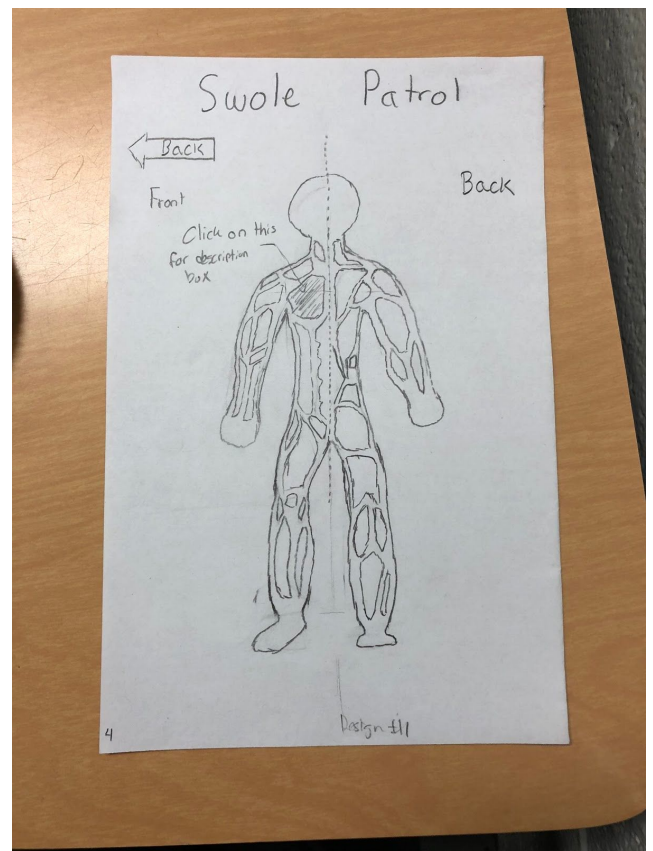
Login Screen



Home Screen

For the third picture in design one, you can see a body cut in half. One half shows all the muscles in the front half of the body, while one half shows all the muscles in the back half of the body. This design is similar to other fitness apps in that it shows the muscles of the body to be exercised. However, our design cuts out having to rotate the body or go to a different screen to see the back or front view. We enjoyed this aspect of the design because only half of the front and back are needed in order to select the muscle to workout.

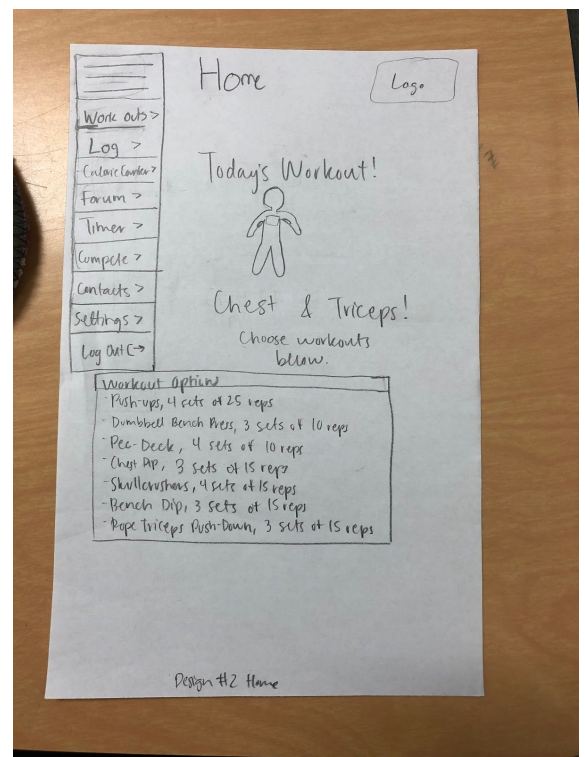
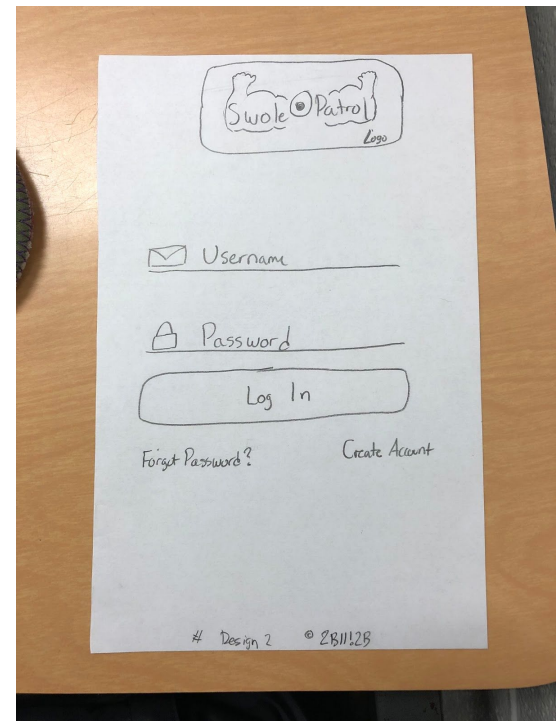
The last picture is the leaderboard for our app. This feature is the social media aspect that allows individuals to see how they rank against their friends. As you can see here, in this case the user and their friends are ranked from number one to number three. I like the idea of this design, but I feel that the leaderboards in design two and design three are more visually appealing.



## Design 2:

The first image for design 2 is our log in screen with our Swole Patrol logo. We adapted this from our original login screen and made it more simple, usable, and readable than the previous design. By removing the “create account” section and having a hyperlink for that instead, it clears up the login screen to be more pleasing to the eye. This design approaches more of a modern style of login screens.

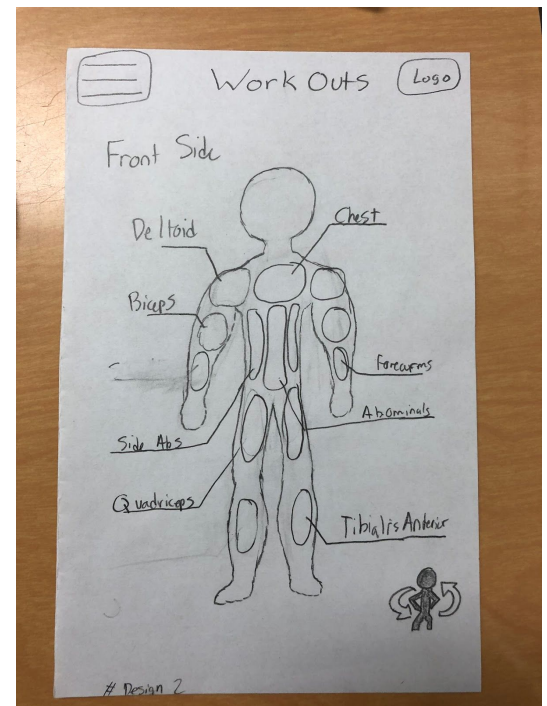
The second image is our home page that is completely redesigned from the previous one. Instead of having widgets to choose a feature, we have a hamburger bar instead. Then from any screen, this feature allows you to navigate to the different features instead of having to go the widget page like design 1 does. The home page also shows today’s workout plan for the user, with an image to show which body part is being worked on. This allows the user to be reminded of what workout they are doing that day. There is no need for anyone to do any other actions to see what their current workout is, it is just displayed in the very beginning. We did this to make it easier for the user who wants to quickly open the application to see their current workout.





For the third picture of design 2, we kept it very similar to design 1 because we liked the concept of parts of the body being selected to choose the workouts. Instead of having the front and back side on just one body, we decided to have a button to flip from front side to back side and vice versa. So the overall concept is the same as design 1 which for some people may be more difficult to choose individual muscles then just overall body parts (legs, arms, chest, etc.) which is something we may need to consider and adjust.

The last image of design 2 is the leader board. This design is similar to design's 1 leaderboard, but instead there is a point system used to determine how to rank everyone. Then the data is formatted into a chart board design instead of bulletin point system as the previous design. This was done in order to explore the possibilities of which leaderboard would be better to represent the ranks between individuals.

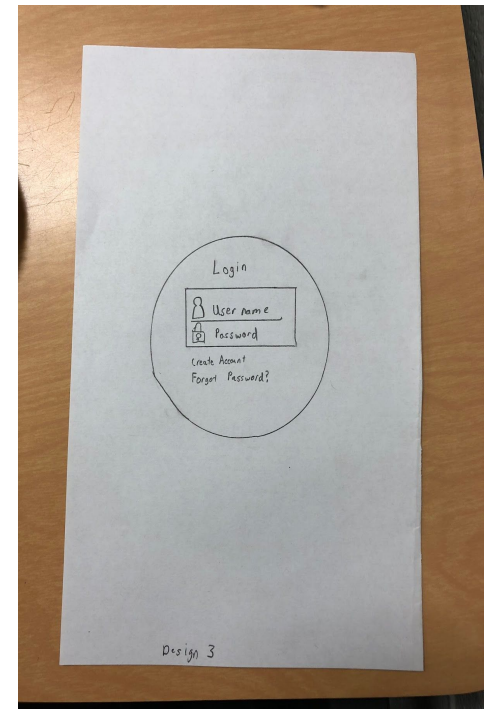


Hand-drawn sketch of a 'Leader boards' app interface. It shows a table with columns for Rank, Username, Weekly Name, Weekly Points, Monthly Points, and Minutes. The table contains three rows of data. Below the table is an 'Add Friend' button. The title 'Leader boards' and a 'Logo' placeholder are at the top. A menu icon is in the top left corner.

Rank	Username	Weekly Name	Weekly Points	Monthly Points	Minutes
1	user 10	John Smith	875		175
2	billy bob	Bob Allen	700		140
3	gashjane	Senk Jane	665		133

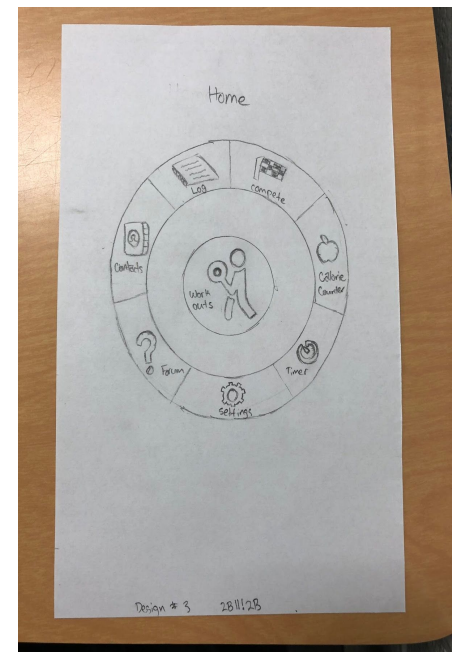
### Design 3:

Lastly, we have our third design. This design is the most different compared to the previous design's. The style is unique in the sense that it is more of a circular theme of menus and images. With this design, we hope it will be simpler for the users to understand. The first image portrays our login screen. Similar to design 2's screen, instead of having a different circle for creating an account we decided to have the simple "Create Account" button, but we decided to remove our logo.

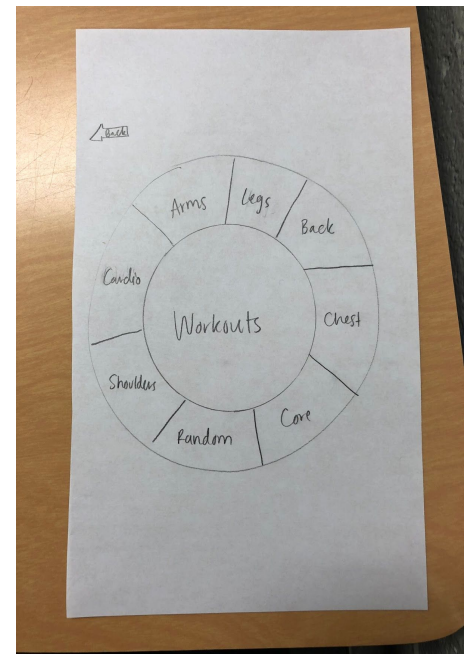


Our second image is our homescreen. We took the widget aspect of our first design and portrayed them in a widget wheel to keep intact with the circular theme of Design 3. The strength of this is that the users focus stays in the middle of the screen rather than scanning their screen to find a certain widget.

Since the main focus of this app is to give workouts to users we believed that placing the workout widget in the center would be the best choice. Possible weaknesses for this design is that there are no personal aspects that cater to each individual as shown in design 2's homepage of already showing the user's daily workout on the homepage.



The third image of Design 3 shows the workout screen of the app. Unlike designs 1 & 2 this version of the workout does not display each muscle of the human body. Instead we placed each body part into the wheel so that users can easily click the body part then click which muscle instead of trying to pinpoint tap a certain muscle on the body. We do however believe that by creating separate wheels for each body part that certain wheels will have too many selections due to the amount of muscles in that body part. (ex:legs).



The fourth image displays the third version of our leaderboard screen. The difference in this leaderboard from the other two is that we used a pie chart to display the user's progress along with their contacts. The person with the most progress will have a bigger piece of the pie which can be beneficial because users are able to actual have a visual comparison of how better/worse they are doing by the size of their piece. The hamburger menu in the top right corner is used to filter the pie with different aspects such as timespan of comparison.

Certain features we can add to this may include having a sort feature in the middle of the pie instead of the corner to still keep the user's focus on the middle of the screen. Also we could add percentages on each piece of the pie.

