EndorFIT

RMIT Social and Cycling App for Android
Assignment 2 - Part 2: Application Prototype

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Introduction

About the App

EndorFIT is an Android based application that is designed to help RMIT students get into both the social and physical aspects of university. The overall goal of this app is to understand user's input and interactions and from that provide the wanted response. Thus the app has been carefully designed to help various users efficiently use the functions that are available.

Report Purpose

The report will cover the following topics:
1. An analysis of the various design patterns used within the prototype and their benefits to the app.
2. Any changes made from the original mockup to the current prototype and the reasoning behind the decision.
3. Screenshots of the prototype and the functions that it has.

InVision Project Link

https://invis.io/GXJK6UG9QRH

Patterns Used

The use of patterns ties heavily into the overall usability of the app, with the incorrect usage being detrimental to the user experience. Therefore it is important to manage the use of design patterns so that the overall experience is enjoyable for all users alike. Thus, these design choices can have a severe consequence in terms of the overall usability and enjoyment of the app.

Responsive Disclosure

Several options are presented when the user has entered the relevant information into the app. These options are only shown when they are relevant to the user, otherwise they are not shown in order to help prevent screen clutter.
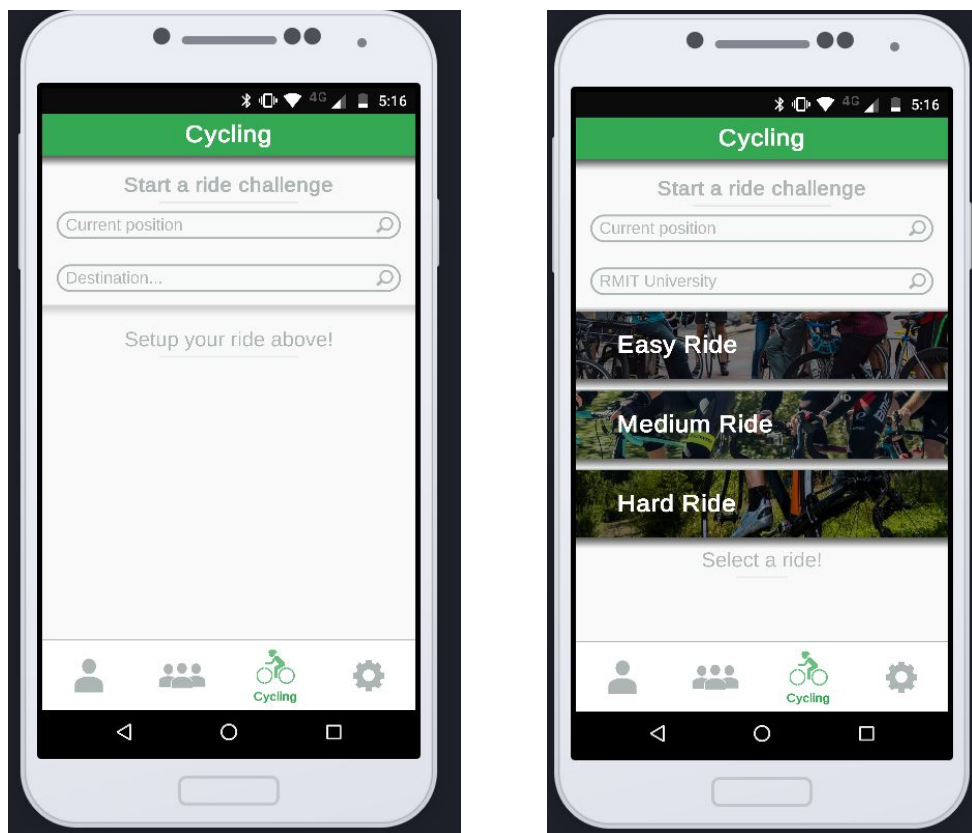

Figure 1. Responsive disclosure

Bottom navigation Bar

The four options presented at the bottom of every screen allows users to quickly navigate to different sections of the app. It also allows the user to find the main sections of the app such as the cycling and clubs section.
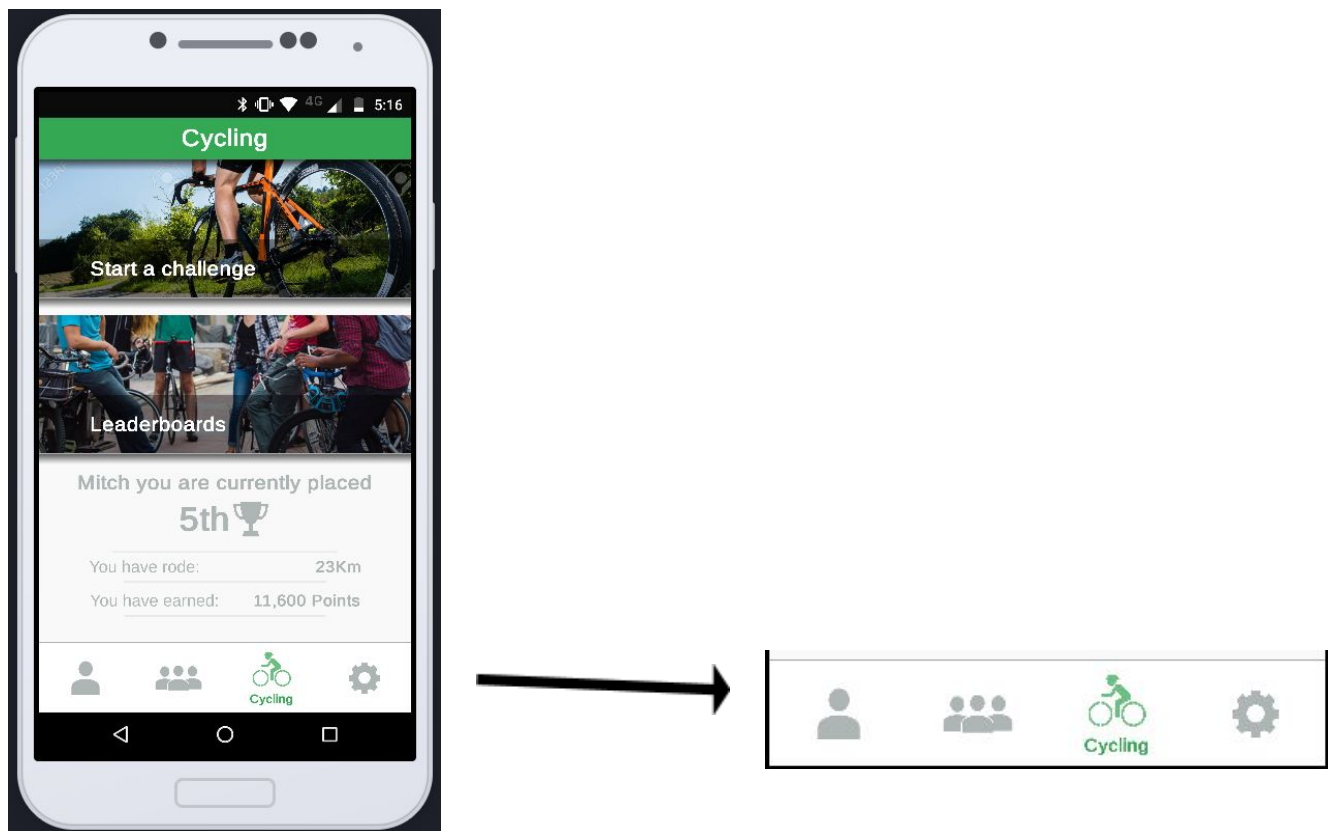

Figure 2. Bottom Navigation Bar

Card Stack

A card stack allows users to easily navigate through a list as well as choose options with relative ease due to them being fairly large in size. This pattern also allows someone to easily recognise and identify what each of the cards mean.
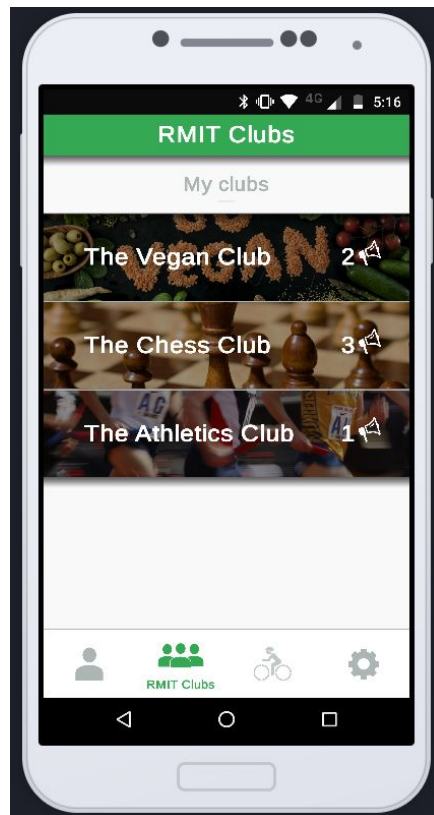

Figure 3. Card Stack

Center Stage

The text and buttons are positioned to be in the central part of the screen as this helps the user to focus on the important parts. This pattern also helps keep key features in plain sight and overall makes the user interface easier to read and be able to focus on particular points or information presented.
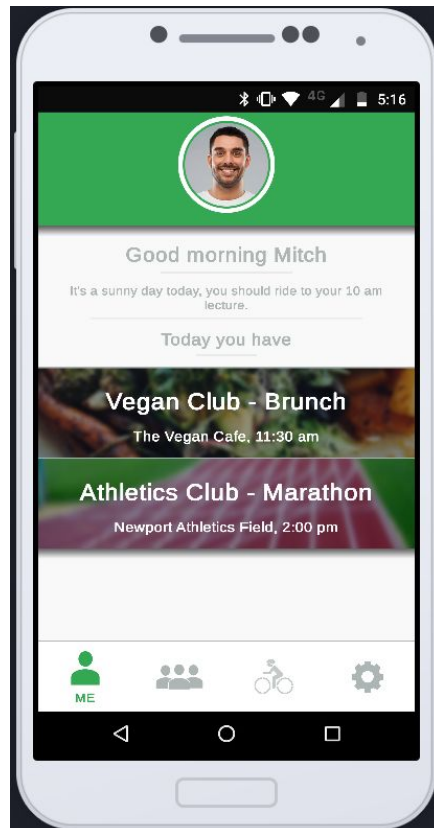

Figure 4. Center Stage

Vertical Stack

This pattern helps to keep the flow of the user interface in good condition as the list flows from card to card with a slight space in between to help users tap the correct button without pressing the ones to either side.
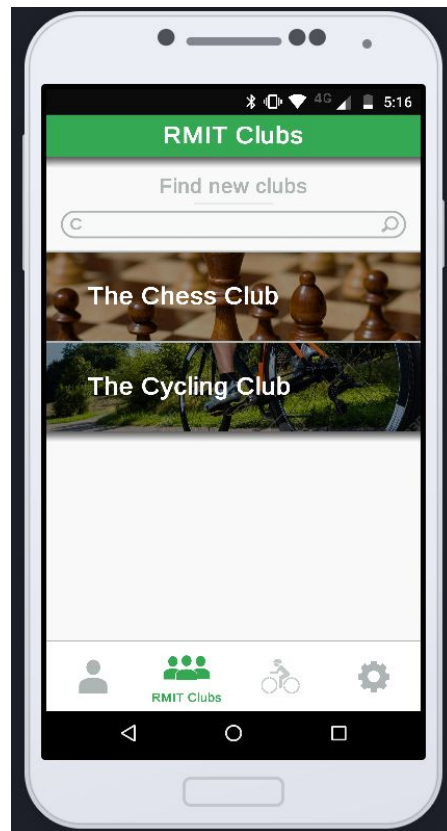

Figure 5. Vertical Stack

Infinite List

This pattern helps prevent bandwidth from being wasted by loading more items than needed. However if the user keeps scrolling down then they will begin to load more in. Overall, this pattern helps keep the bandwidth used down to a minimum and it also helps to keep the context of only recent items in the list.
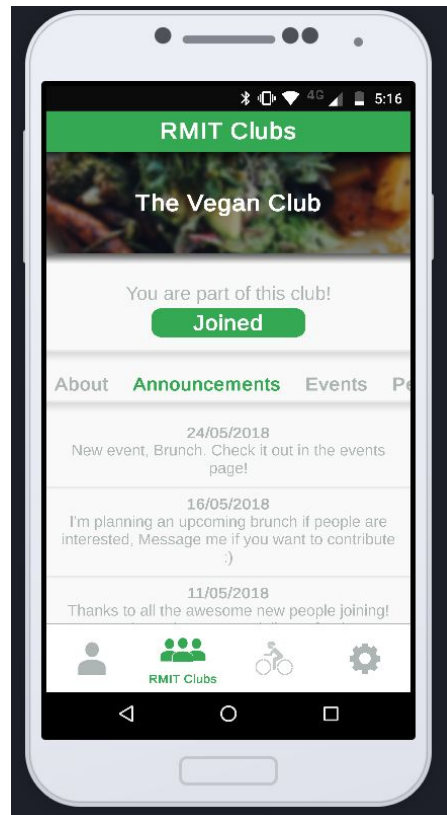

Figure 6. Infinite List

Design Changes

From the original mockup of the app, many screens have been edited and changed to help improve the overall user experience. This has also resulted in easier navigation as well as good flow between different pages.

Home Screen

The original home screen has been removed and instead has been replaced by the profile page. This decision was made as the screen was redundant and instead just increased the amount of steps needed to complete any action.
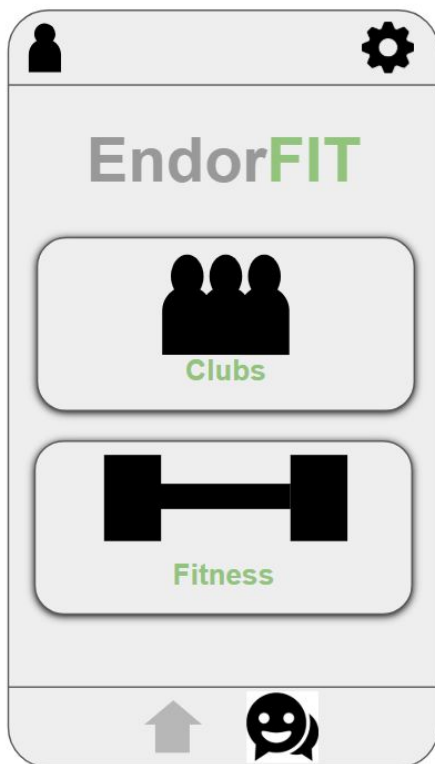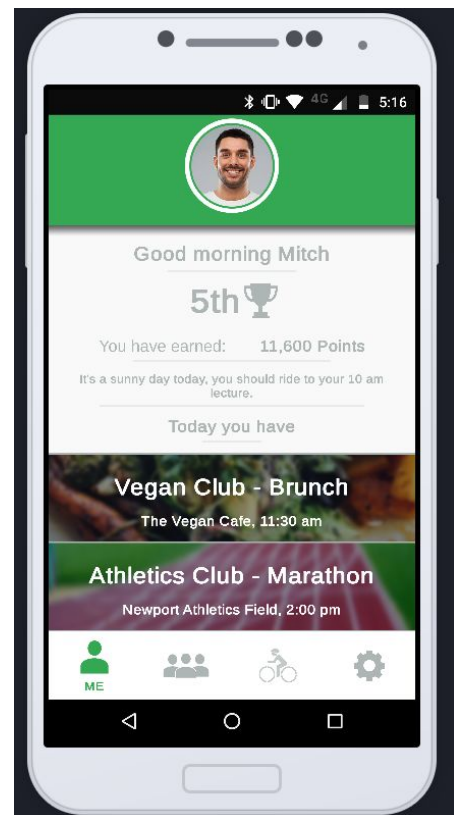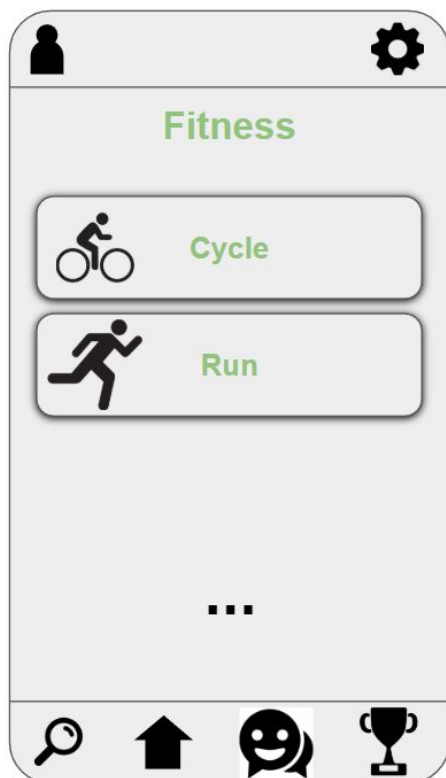

Before   After

Figure 7. Home Screen

Fitness Screen

The original fitness screen was revamped into a screen that contained more information in the same amount of space without taking from the design. The original "cycle" and "run" buttons were removed and replaced with "Start a challenge" and "Leaderboards". Another change that was made was that "Fitness" was changed to "Cycling" due to the fact that university students are unlikely to run to university on a daily basis. The lower portion of the screen has now been changed into a section that displays how many kilometers you have rode as well as your points and leaderboard position. These were added as they were highly relevant to users as well as information that users normally wanted. This change has also removed the need for a seperate cycling homepage.

This newer design is more user friendly and is also a sleeker and cleaner design then the original mockup.
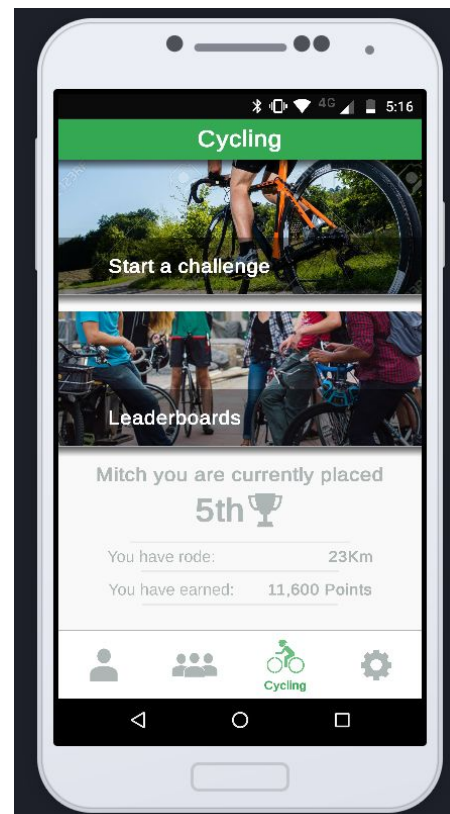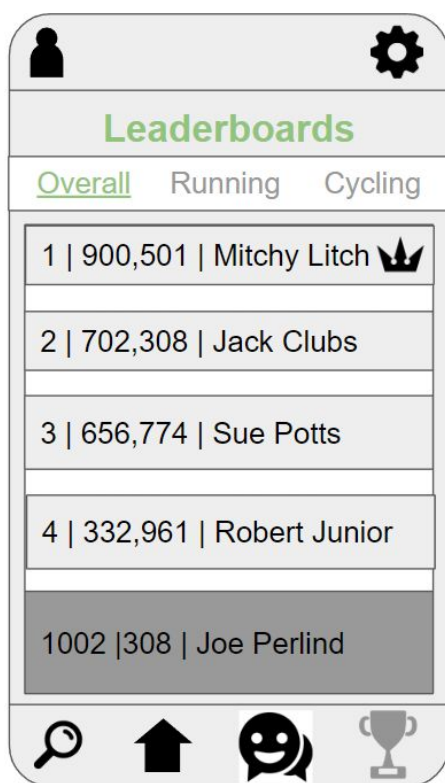

Before   After

Figure 8. Fitness Screen

Leaderboard Screen

The leaderboard screen was changed from having the name of the person to their profile icon and it was also changed so it was in between their position and their points. The kilometers that they have ridden are also displayed on the far right side of the prototype. However the tabs between "Overall", "Running" and "Cycling" has been removed as the app is now mainly focused on cycling and thus it is unneccessary to have multiple leaderboards. The grayed out part of your entry was changed to a light green that has become one of the major colours of the application. The spacing between entries was also removed in order to account for the added profile pictures.
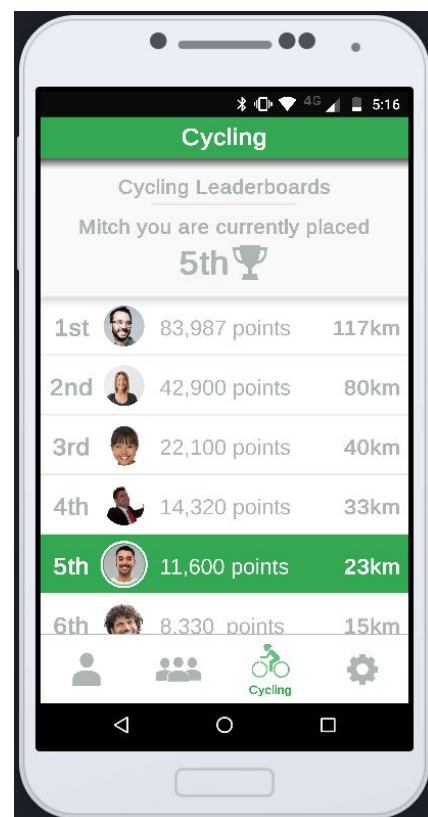
Before   After

Figure 9. Leaderboard Screen

Cycling Planner Screen

The journey planner has been changed from responsive enabling to responsive disclosure, this is due to how having too many buttons to limiting the options that the user can choose.
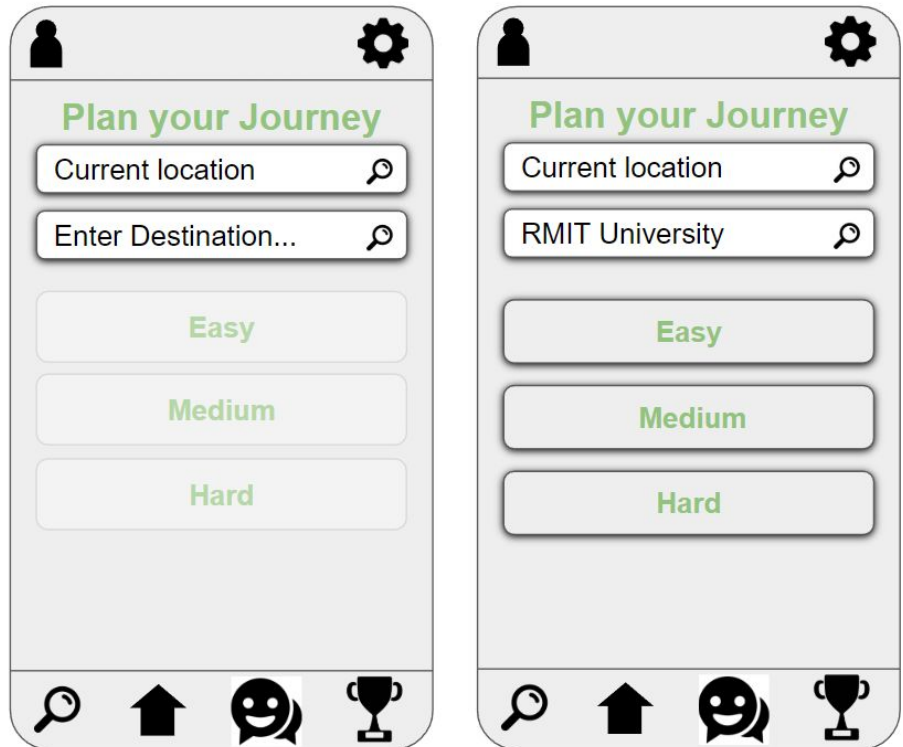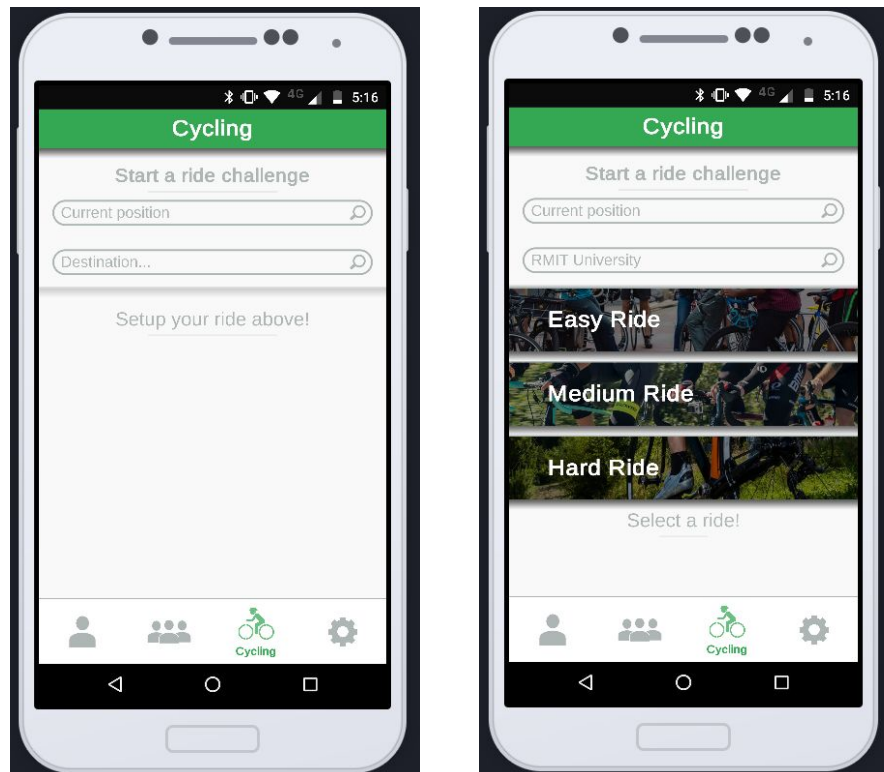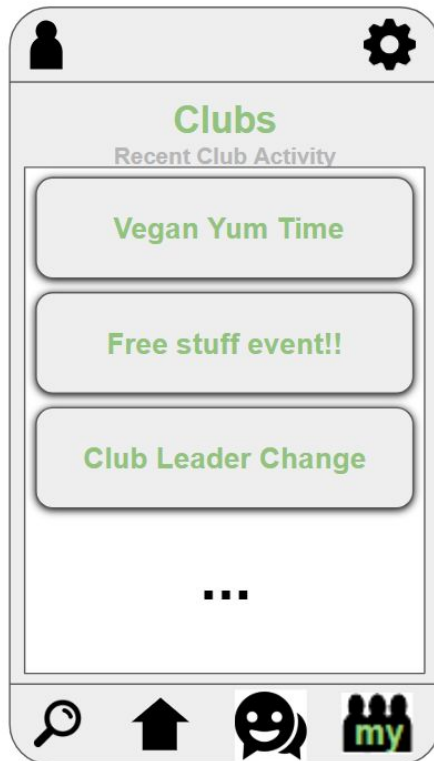
Before

Figure 10.
Cycling Planner
Screen

After

Clubs Screen

The clubs screen has been entirely revamped from the original as the recent activity is now shown in an infinite list at the bottom of the page with two buttons being placed at the top, being the "Find New Clubs" and the "My Clubs" buttons. This change was made to make the space more efficient as well as to help point users in a more straightforward path rather than the previous design.
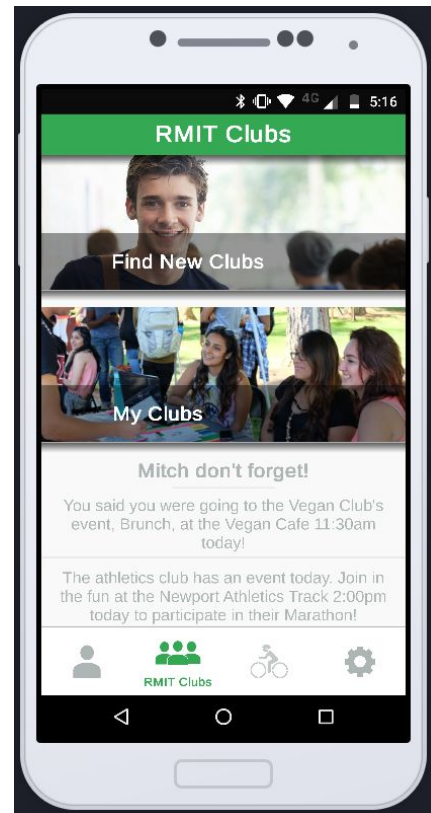

Before   After

Figure 11. Clubs Screen

My Clubs Screen

This screen was barely changed from the original design with instead of having bubbles as the buttons they were changed into horizontal bars. Another feature that was changed was that the announcements bubble was changed into a loudspeaker that was positioned in the bar instead of at the top of it. These changes just made the system flow from screen to screen in terms of consistency, as all buttons in this app are mainly bars.
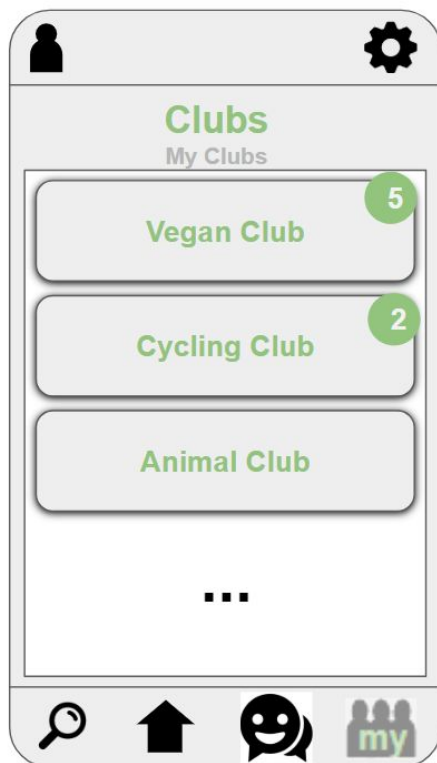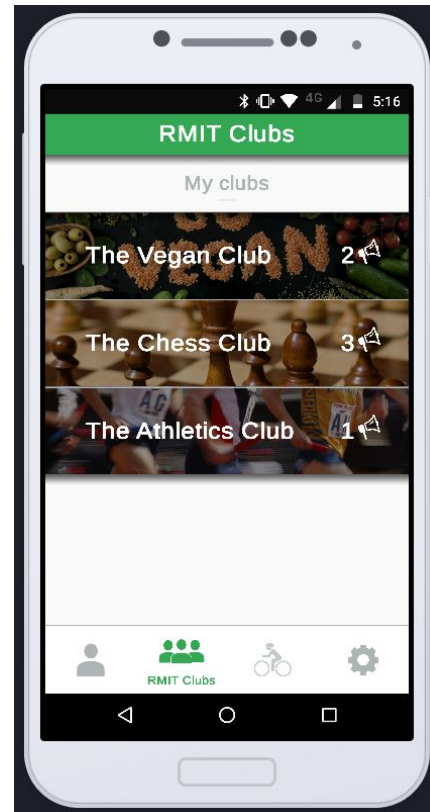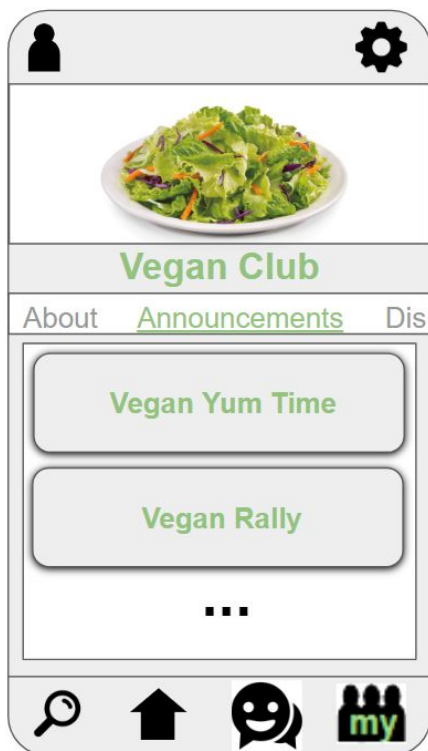

Before   After

Figure 12. My Clubs Screen

Club Homepage

In the club homepage several elements were edited such as the announcements shown were turned from bubbles leading to the event or message into bars that contained all of the information to be easily read. This helps to stop users from constantly having to change screens to read multiple announcements. Another feature that was changed was a bubble just below the title allowing users to easily join clubs.
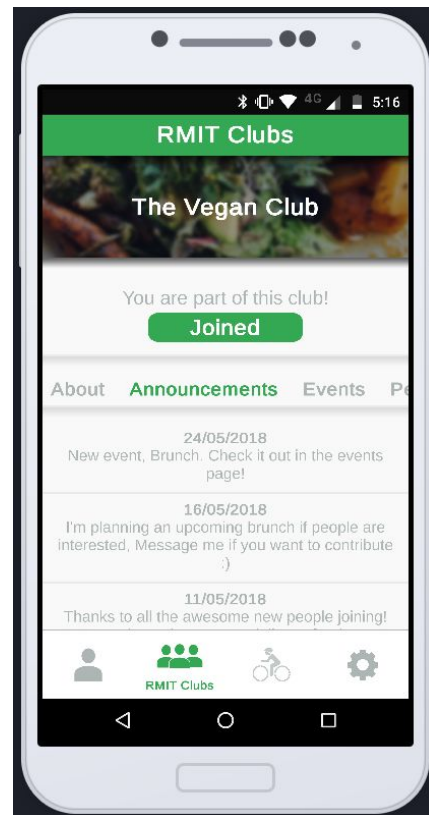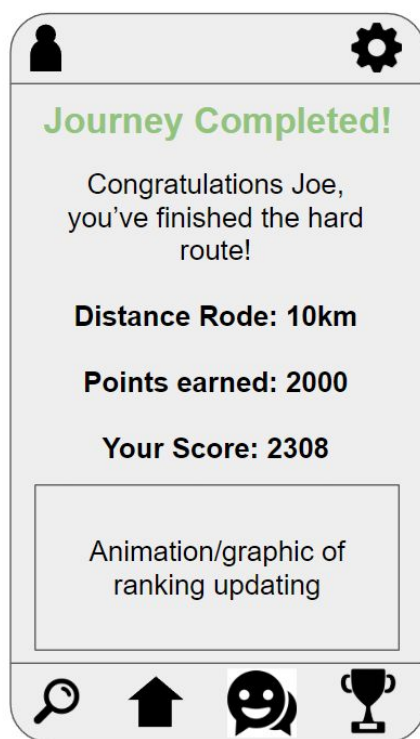

Before   After

Figure 13. Club Homepage

Journey Complete Screen

This screen was drastically edited in order to make it both a cleaner visual as well as to provide relevant information and links. One of the major changes is that the screen now has a button at the bottom, which replaces the graphic, leading to the leaderboards screen so that users can see more in depth information there. Some of the other changes include providing the users leaderboard bar just after the distance rode and the points earned, as well as showing your new position in a small section between the aforementioned button and the bar. These adjustments will help to provide useful and current information to the user for more clarity while still keeping the design clean.
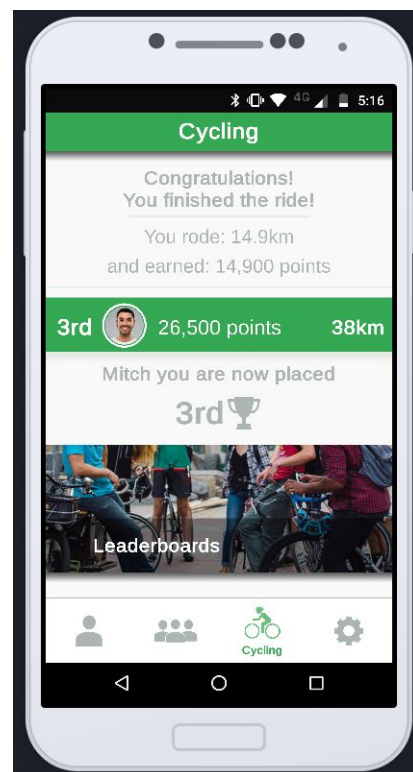
Before   After

Figure 14. Journey Complete Screen

Navigation Bars

The top navigation bar was removed from the application as it only provided links to the user profile as well as to the settings. These two options were moved down into the bottom navigation bar, as a global navigation bar was made in place of the old system for navigation. The old system was changed in favor of the global navigation as a system, due to the fact that the fitness side of the app and the clubs side had two different navigation bars. The icons were also updated so that the bottom navigation bar only has an icon for the users profile page, the clubs page, cycling page and the settings of the app.

Before

Figure 15. Navigation Bars

After
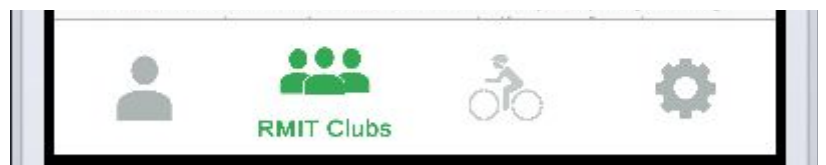
Prototype Pictures

Profile
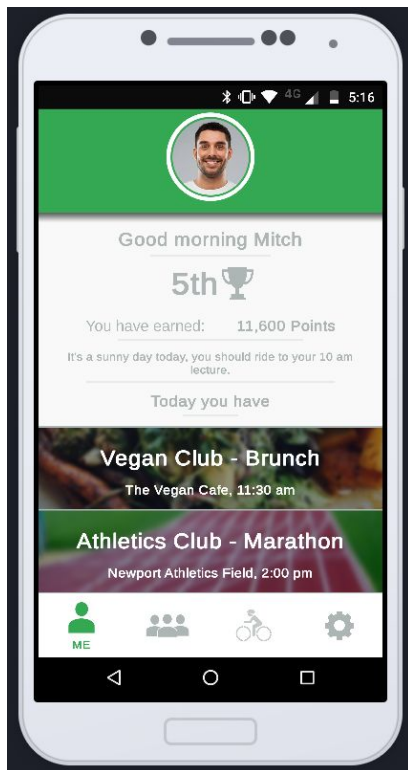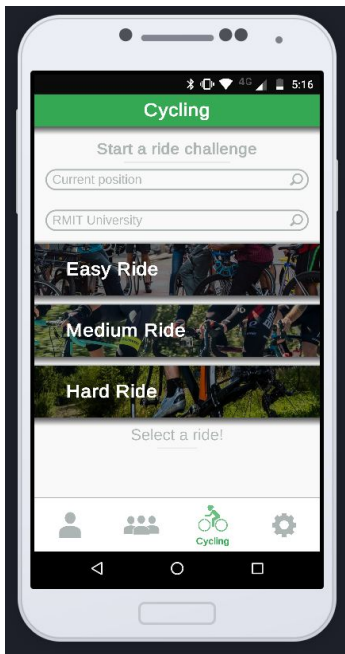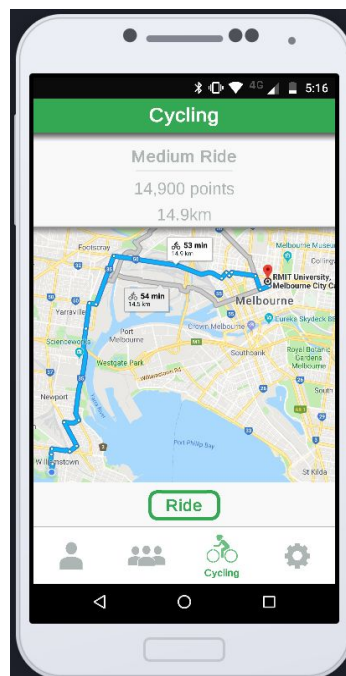

Profile Page

Cycling
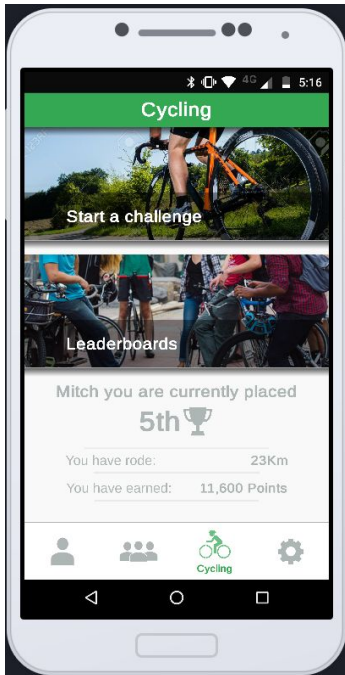
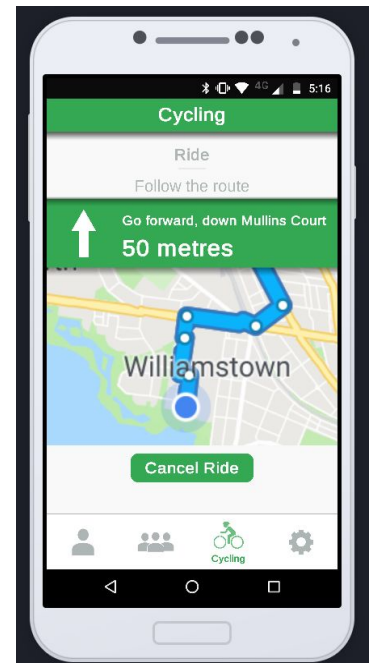

Cycling Homepage
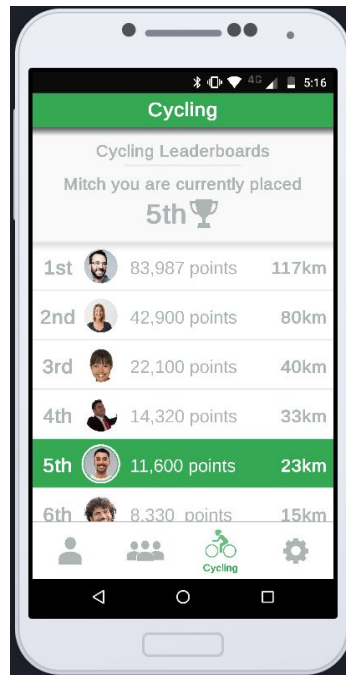
Cycling Leaderboard
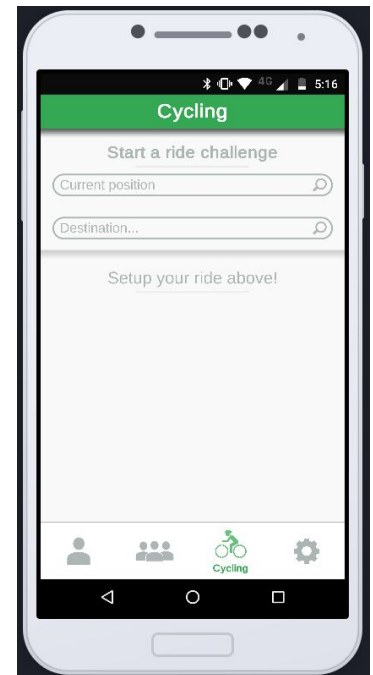
Start a challenge
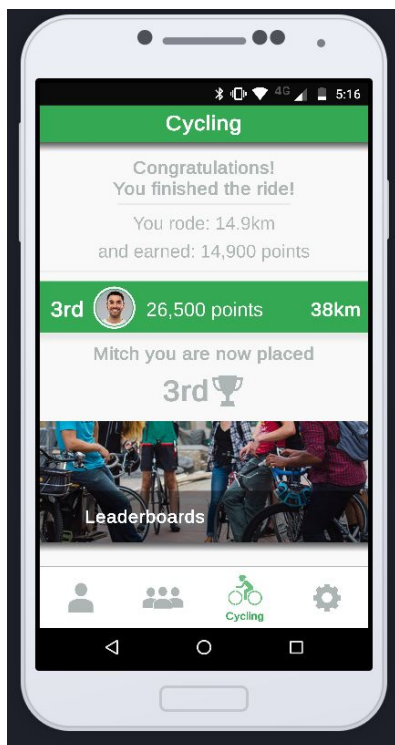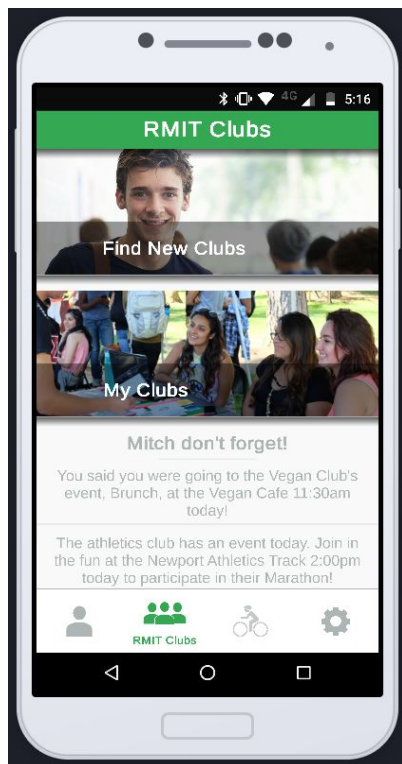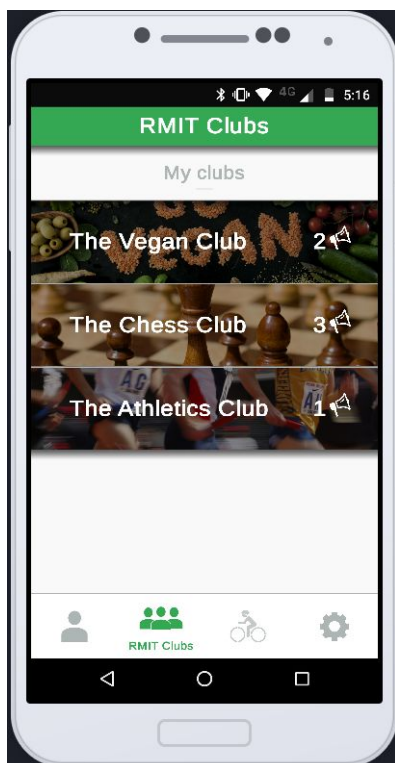

Choosing ride difficulty screen

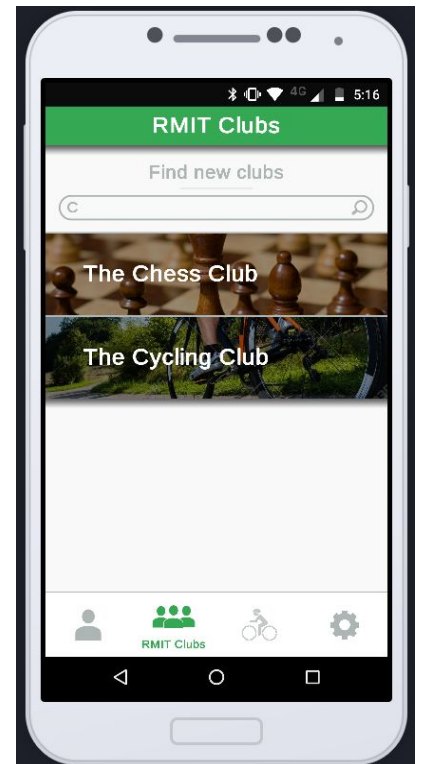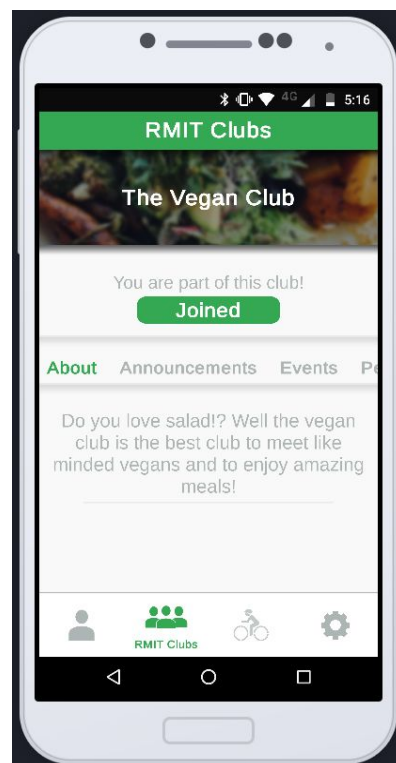
Confirm route

Begin riding

Congratulations screen

Clubs

Clubs Screen
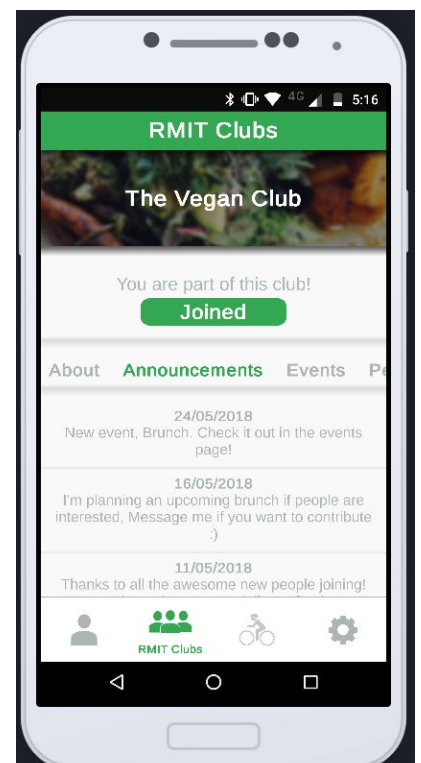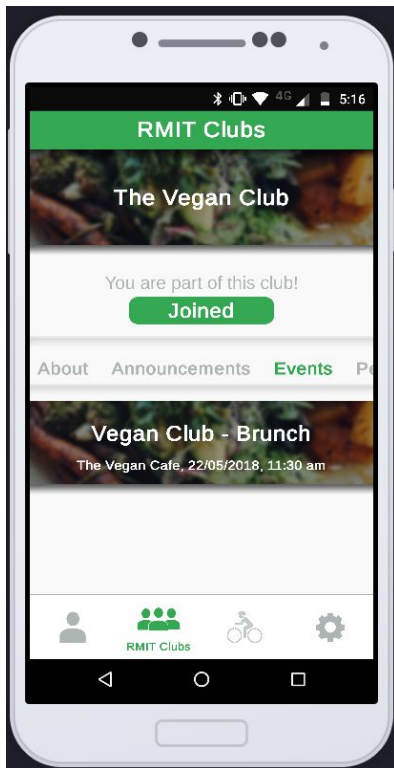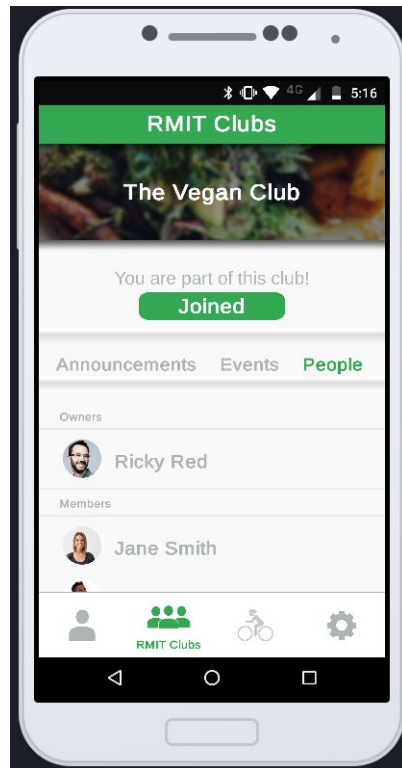

Find New clubs

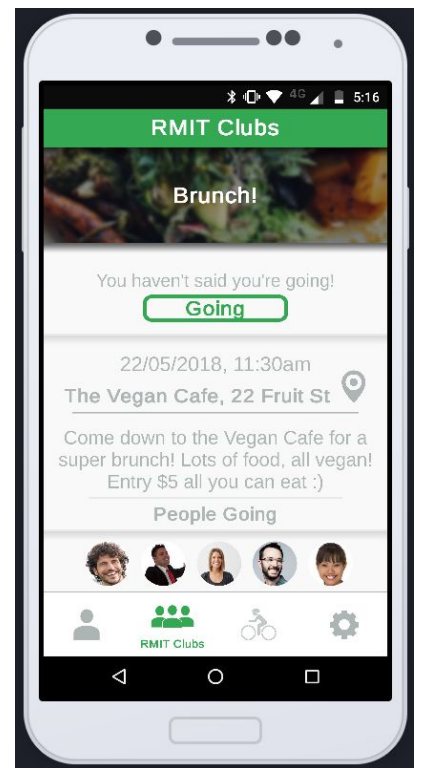My clubs page

About the club
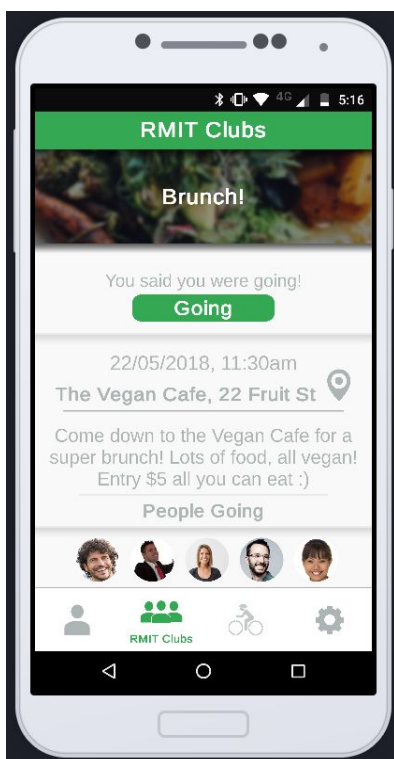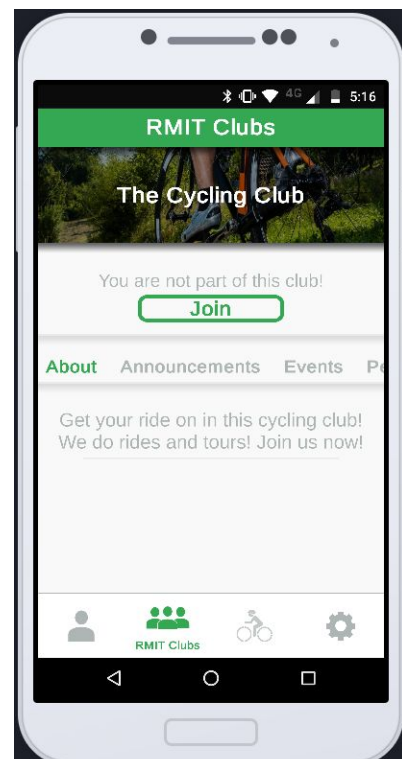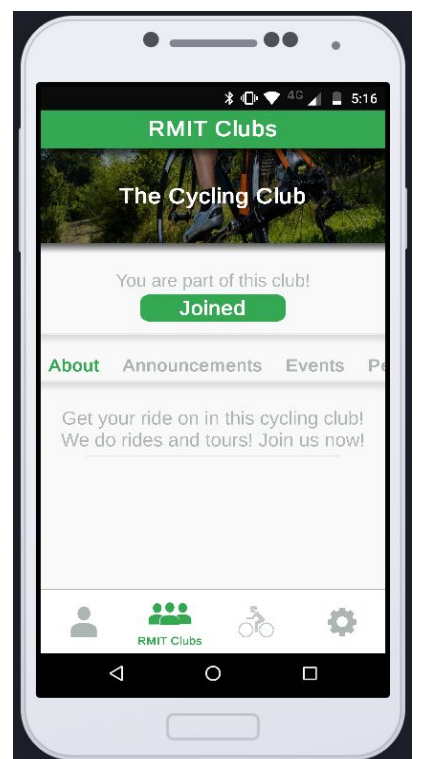

Club announcements

Club events

Club members

Event - Not going

Event - Going

Club - Not joined

Club - Joined

References

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