Criterion E

Success Criteria

1. Program will allow staff and administrators to create 'climbs' and label them with their important criteria (grade, type, color, etc.) 2. Program will update with new climbs added by administrators	✔ Partially Satisfied– Client recommended a dedicated front end for updating rather than employees using MySQL (see Appendix 2) ✔ Satisfied– program updates when new climbs are added a) I followed through on the Client's recommendation that I fill the database's newly changed climb list.
3. Program allows a user to 'start a workout', starting a timer and allowing users to pick exercises and climbs 4. User is able to delete climbs which were accidentally selected	✔ Partially satisfied - only works for climbs. Client recommended that "functionality for exercises" be added. ✔ Satisfied - deletes climbs on swipe
5. Program allows the user to end workout, saving all of the climbs and exercises done are saved to today's workout. If the workout is empty, the workout will be canceled with no data saved. 6. User is directed to a 'workout summary' page where the user is able to share the workout information.	✔ Satisfied - workout saved. The client said they were "pleased with 'Cancel Workout' functionality" (Appendix 2) ✔ Satisfied - the user was directed to the page and could share workout information
7. User is able to adjust preferences	✔ Satisfied - the user can change their grade and name
8. User receives suggested workout on login	✔ Satisfied - user receives a recommended climb on the App's home page

Recommendations for Future Development

1. Create an accessible front end (possibly another mobile app) meant for administrators to update the climbs and machines present in the climbing gym (As recommended by my Client in Appendix 2). Do so with authentication requirements (such as being on the Staff wifi or having a login) for proper security.

2. Create a more robust recommendation and user grade system that factors in the climb name. Make the recommendation algorithm more specific to address a Climber's weak points and determine when they have the strength/preparation to move up a grade. Create gamification-type rewards for increasing various skills. Introduce progress bars and challenge users to remain on a streak (for when they'd like to progress or go to the climbing gym).
3. Introduce social media technology directly onto the app (using a climber's membership ID for sign-in). Notify users of wall changes and broader events for the Gym. Match users based on other's posts and current progress levels. Customize each post with the specific climb accomplished (stated similarly to the 'location' on a social media post).

Word count: 166