



7:00 am



Aug 4:30pm



5:00pm



5:10pm



5:15 - 5:30pm





early morning blast for a long day



School



meanwhile at work, surrounded by an unhealthy lifestyle



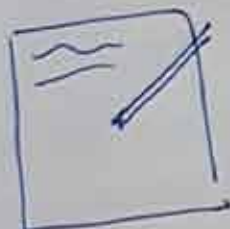
So exhausted!



looking through social media #gettingjealous



I want to be a part of the fitness community too



HW Time!



sleeping time!
tomorrow will be a good day!
Fitness has boosted my mood!

- Certain body parts

- do you have any gym mat? weights?

- push notifications

- cordova (Cameron will)

Google FireBase → login

Storyboarding:

My intentions going into the storyboarding was to create a timeline of an average user's day. I tried to emphasize how busy the user could be, and how easy it is to incorporate the quick workout app in the user's daily routine. I focused more about the efficiency of the app than the app itself.

What I learned from story-boarding:

After expressing my ideas out on paper and sharing them to peers, my classmates were able to more clearly understand how I saw my app in action, but more importantly, they were able to get ideas to help make my app more user-friendly. The building off ideas part of talking to my classmates was really helpful. They wanted to see more of what functions the app has, and that I should consider the users environment when they open up my app. Are they free to do my workout at a gym, at home with a yoga mat, at the park on an open field, etc? Maybe the user would like having sassy push notifications in the morning to remind them of their workout and set an alarm for the time they committed for doing the workout? I should also give them the option to choose the target body part they want to work out!