

Design Plan

Team Name

Group 4: Roller Derby App – Samantha Geitz, Jeff Lofting, Jennifer Horton

Project Description

Target User Group:

This app is intended for new roller derby players (known as “fresh meat.”). To compete in the sport, all new players must pass a skills test comprised of skating 25 laps in 5 minutes; demonstrating a mastery of basic skating skills such as stopping, falling, and blocking; and successfully completing a written multiple-choice test of the sport’s rules.

This app will help fresh meat skaters track their progress toward meeting the test’s requirements, a process that often takes months. Passing the skills test can be an overwhelming prospect for new skaters, and this app will break the process down into smaller milestones and allow them to track their progress. They will know exactly what they need to do to pass the test and where they are at in terms of meeting the requirements.

5Ws and Context

Context: This app is primarily a productivity app, as it is intended to help users prioritize and accomplish tasks. However, it is also an informative app, as it lets users know exactly what will be on the skills test.

Who: Fresh meat derby players who are trying to pass the skating skills test so they can participate competitively on their teams.

What: This app will help new skaters figure out where they need to improve but also track their progress; it can be overwhelming to work on so many skills, and they will be able to prioritize and see where they are at.

Why: The skills test is a 3-4 hour test with many different parts, and preparing for it can be daunting. This app is intended to let skaters track their progress and their milestones, focusing on something as simple as “I need to work on my 4-point falls tonight” instead of the dozen different skills they need to master.

When: The app will primarily be used before and after skating sessions, although it can be used anytime if the user wishes to review for the written rules portion of the test.

Where: The app can be used anywhere the user has a mobile internet connection.

How: Users will log in, probably using Facebook Connect. They will be presented with three options: do they want to work on endurance, skills, or rules?

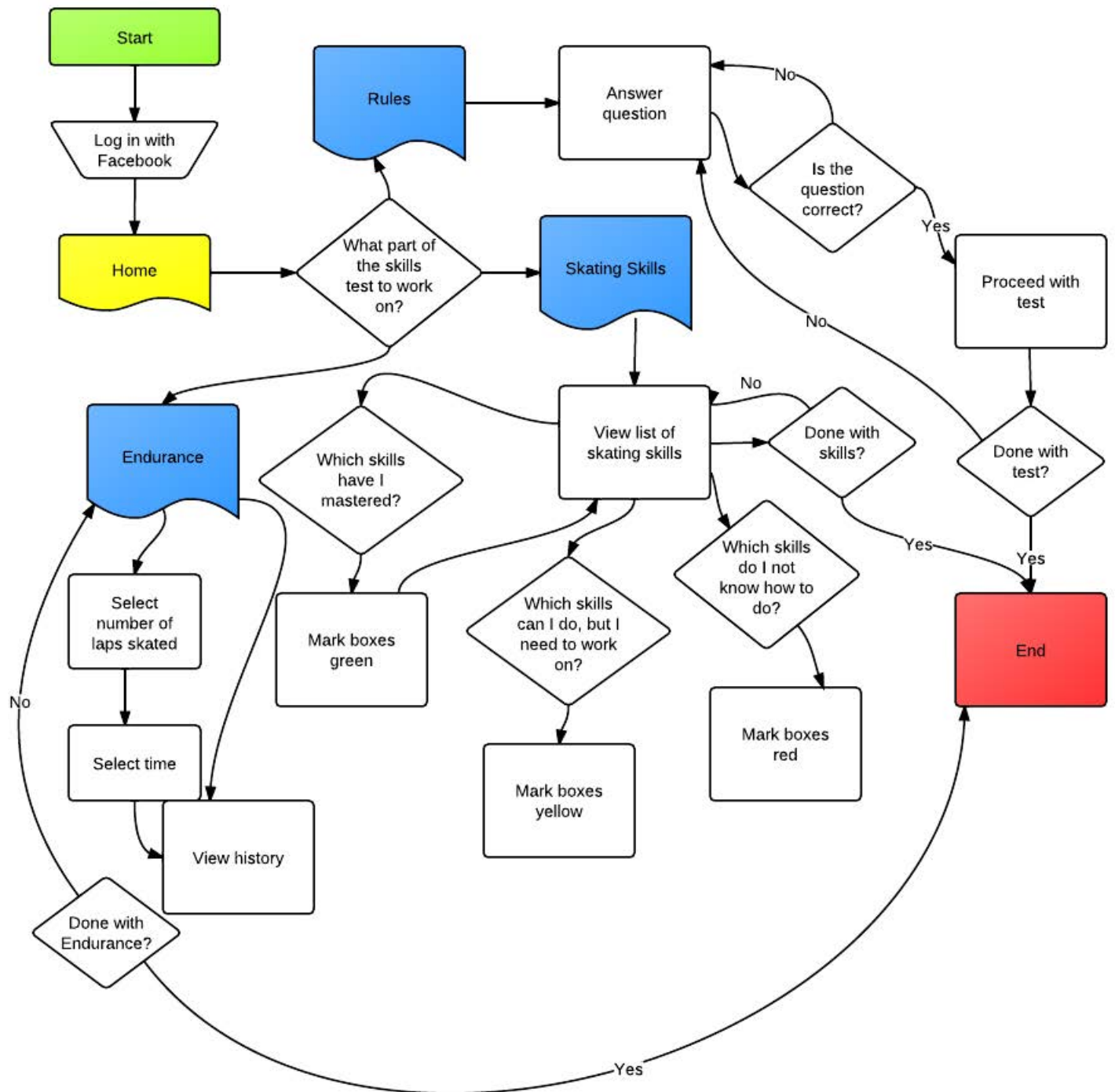
Rules: This section will allow users to review for the actual rules test they will be taking, as it is posted online. They can select an answer and will receive immediate feedback if they are right or wrong. For the class project, I will probably only have five questions so that my peers do not have to go through the full 45-question rules test.

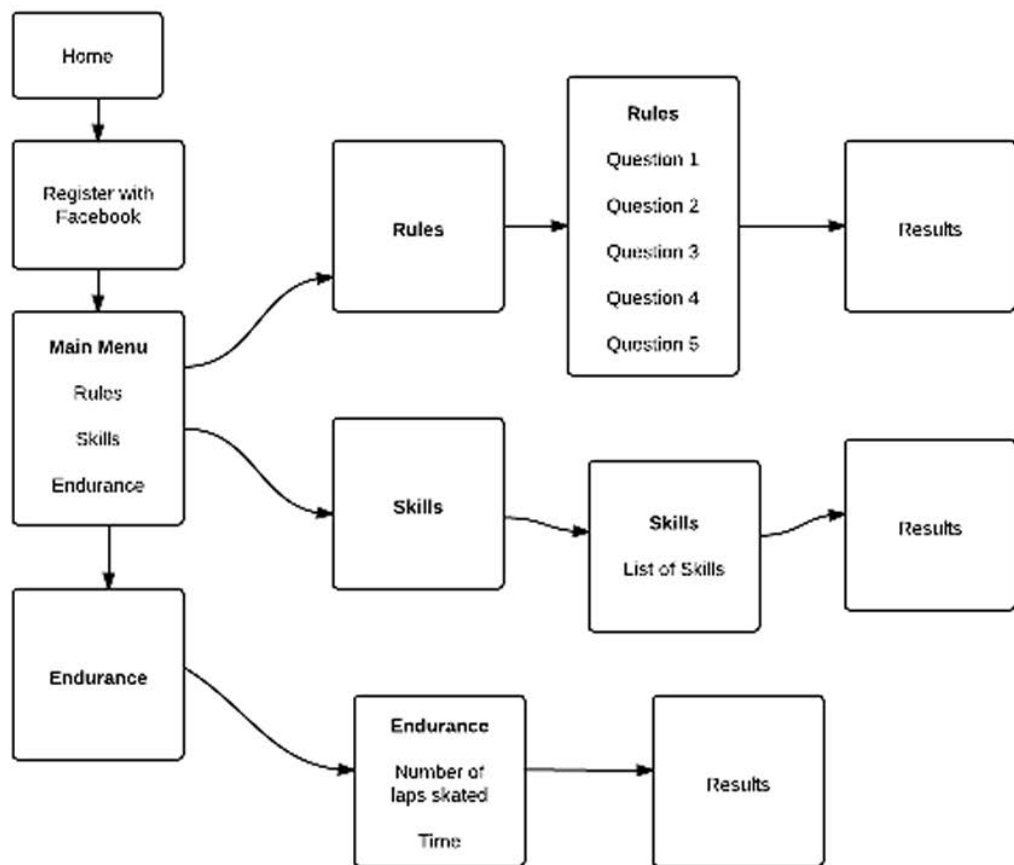
Endurance: WFTDA (Women's Flat Track Derby Association) rules say that skaters must be able to skate 25 laps in 5 minutes to play competitively and many skaters have trouble meeting this -- or want to set a higher goal for themselves, such as 30 laps in 5 minutes. The app will allow them to track the number of laps they have skated (in .5 intervals) and the number of minutes and record their progress.

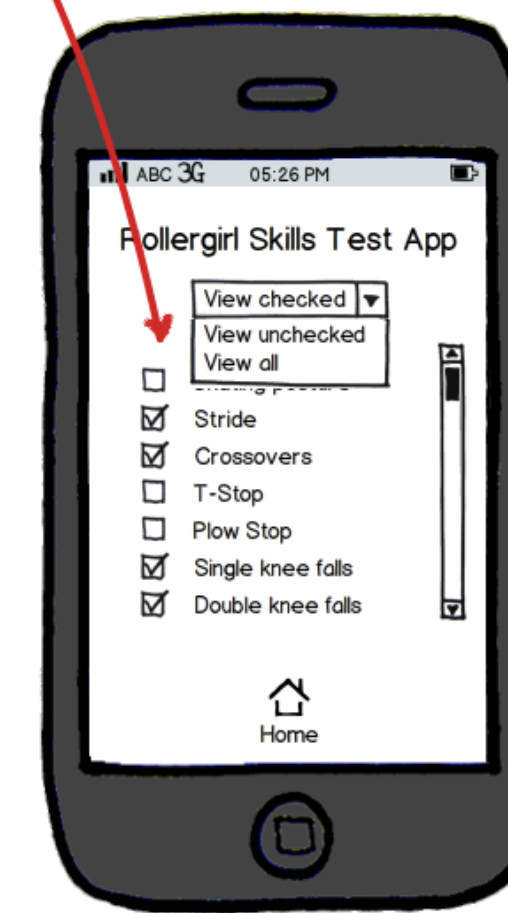
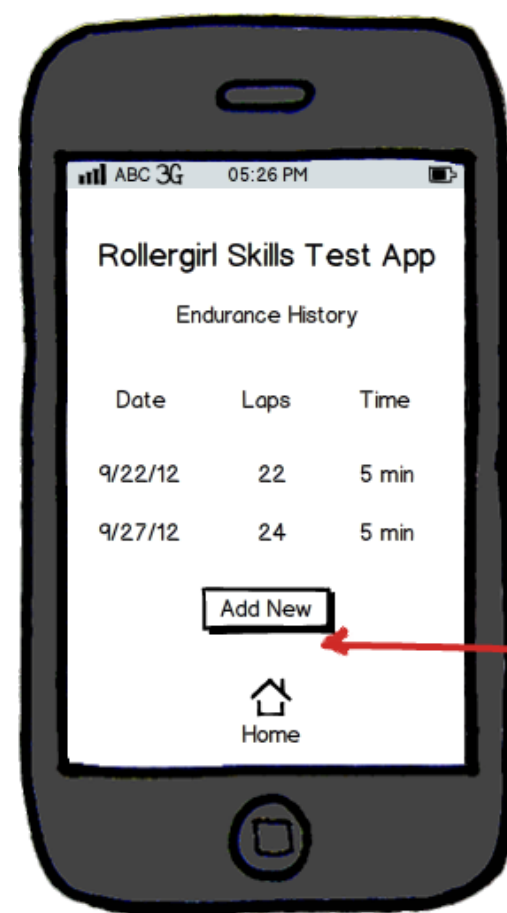
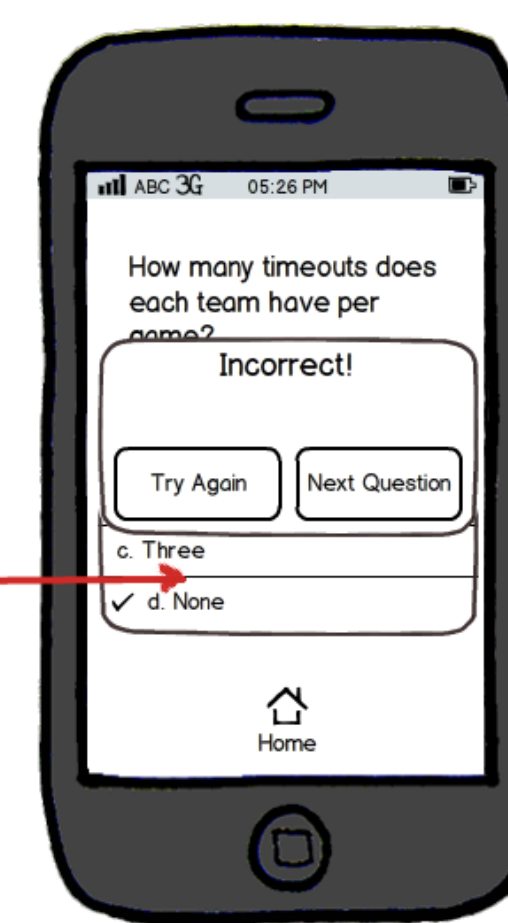
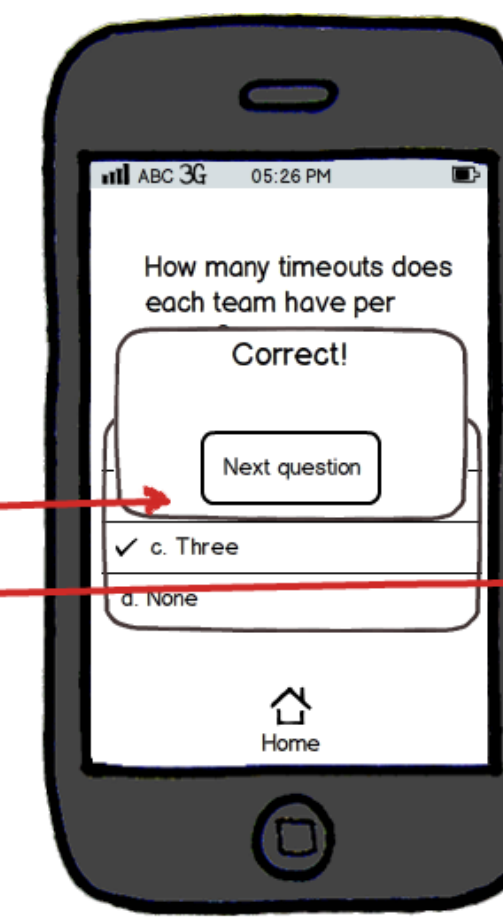
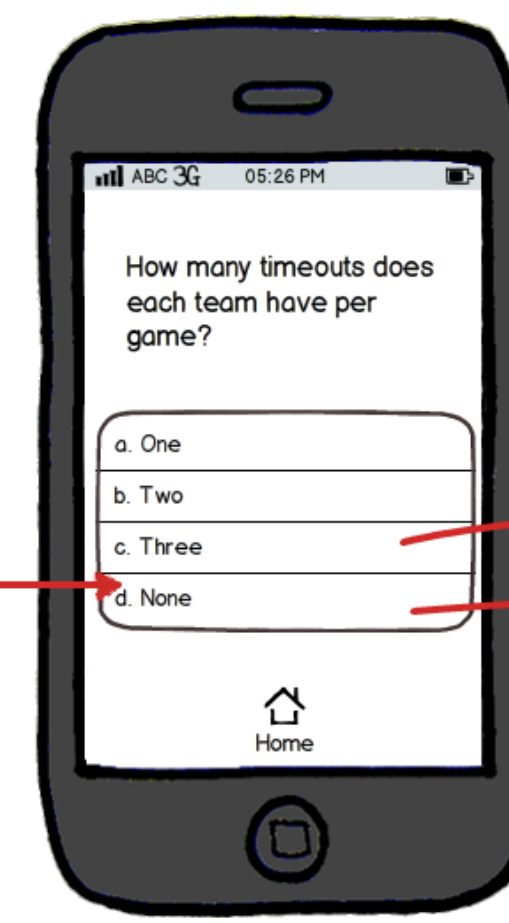
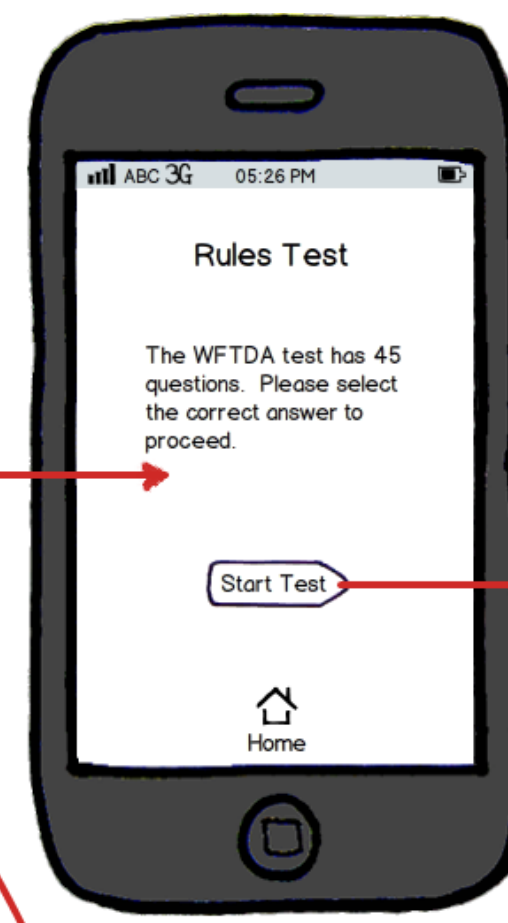
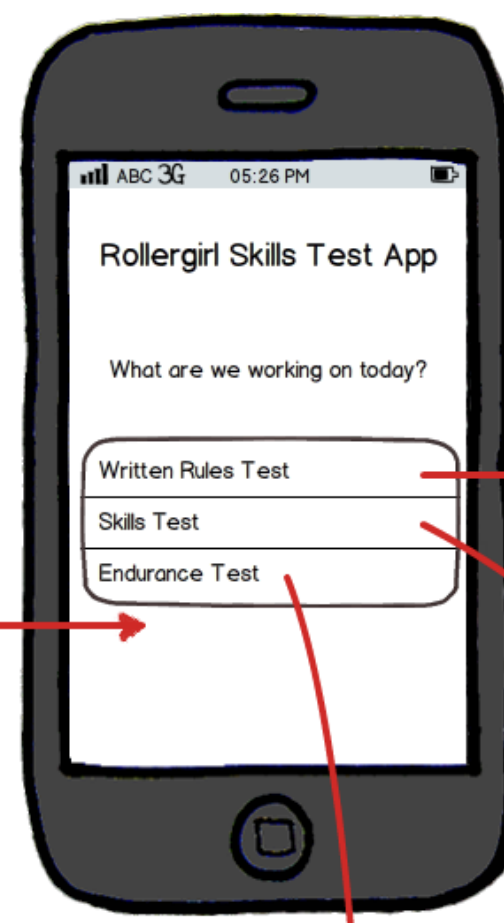
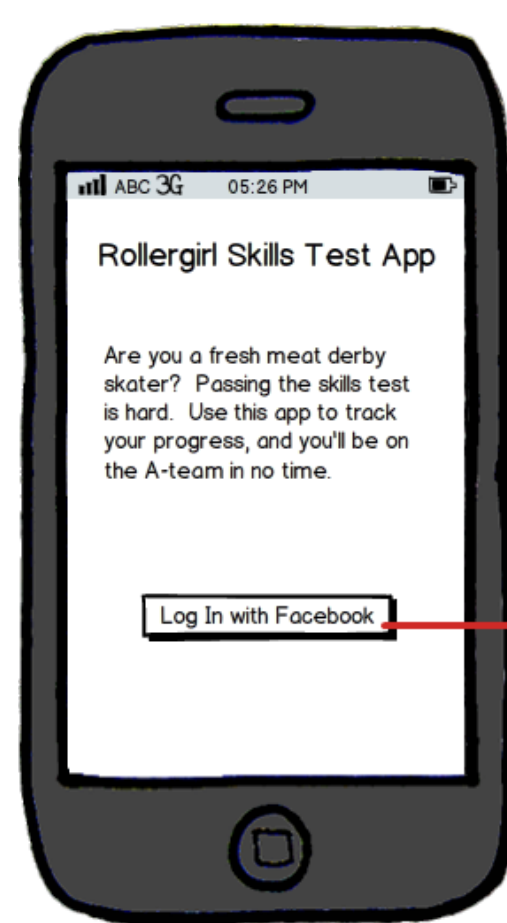
Skills: This section lists the skating skills that a player must master to pass the test. Users will be able to assign each skill one of three colors: red, meaning they can't do it at all; yellow, meaning they are able to do it somewhat but need to spend more time working on it; and green, meaning they feel that they have mastered it.

Information Needs: The app will need to be able to store the user's data so that it can be accessed at a later time. However, there is little transformation that needs to be done -- because the app will be primarily allowing users to track past progress, accurate and timely information retrieval is more important than data manipulation.

Novel Aspects: Even though roller derby is the fastest-growing sport in the United States -- and from the crowds that pack stadiums for popular teams, arguably one of the most popular spectator sports involving female athletes -- there are few mobile apps right now involving the sport. Training to be a roller derby player is a long, complicated process that usually takes many months, if not years, and it can be frustrating to feel like you're not making significant progress. This app will help rollergirls set smaller goals for themselves, but more importantly, see how far they have come.







All text, including the app name, is tentative