I want the colours to be calming because it can be stressful to organize your runs.

Goal is to provide the best experience to the user.

Is what you’re doing worth doing?

# Strategy Plane (why the product exists for owner and user?):

*The product is being built because it is very difficult to plan a run. The longer the run the more difficult it gets. You have to make sure you plan your route so you run long enough distances to continue to progress. You can run the same shorter distance multiple times to make it up but speaking from experience will drive you crazy. It is important to know how far you must run before going out. Basically, it’s difficult to simply plan a run just want to make it simple for people to do.*

Define product: Who are we doing this for and why would they use it?

*Doing it for runners they’d use it to plan a run quickly.*

Qs:

* Who are our users?
  + Runners/walkers
* What are our users needs?
  + Simply make a route to their required distance
* What are our business objectives (if any)?
  + Get as many users as possible
* How do we measure success?
  + No. of users
* Is it IFDS (Innovative, Feasible, Desirable, Sustainable)?
  + Innovative:
    - Is it a new thing?
    - A new way of doing the same thing?
    - **Or so much better that everything that has done that job is about to be made redundant?** *Make it simple and free without sign up*
  + Feasible:
    - Do we as a team (or individual) have the time, money, knowledge and resources to pull this thing off?
      * *When I get to go through what to keep and what not to focus on I will.*
  + Desirable:
    - Does it matter to users?
      * *It does to me and I’m a user so yes*
    - Will users want to use it?
      * *Yes*
  + Sustainable:
    - Is it something that will grow rather then be ignored?
      * *Don’t know*

## Focus: What’s worth doing?

* *Map a route with mouse clicks:*
  + *Click a point*
  + *Remove a point*
* *Auto route:*
  + *More points/varied points*
* *Show distance*
* *Show elevation*
* *Search for a location to start in*
* *Start from current location*
* *Weather information*
  + *Choose day and time*
* *Looped route or different start and finish*
* ***precipAccumulation****: Centimeters.*
* ***temperature****: Degrees Celsius.*
* ***temperatureMin****: Degrees Celsius.*
* ***temperatureMax****: Degrees Celsius.*
* ***apparentTemperature****: Degrees Celsius.*
* ***windSpeed****: Meters per second.*
* ***windGust****: Meters per second.*
* ***pressure****: Hectopascals.*
* ***visibility****: Kilometers.*

## Definition:

## What are we creating?

* + *Website that someone can organize a run with. All the relevant information. Route, distance, elevation, temperature, sun/rain, amount of rain, wind chill, how humid.*

## Value:

## Who are the target audience?

*Runners that struggle with planning routes.*

## What value does it provide/Will it add value?

## What does the user expect?

## How to choose what features to keep & what hold back on:

1. List features and opportunities:
2. Rate each item in the created list on a scale of 1 to 5 in two dimensions:
   1. Importance:
      * How crucial is it that we solve this problem for the business?
   2. Viability/Feasibility:
      * How realistic is it that we can implement a solution?

Use scores to create graph:

Diagram

Description automatically generated

* 1. Mouse Click Route
  2. Undo Mouse Click
  3. Auto Route
  4. Show Route Dist.
  5. Show Route Elev.
  6. Search Location
  7. Use Current Loc.
  8. Weather
  9. Looped Route
  10. Choose start and stop

# Scope Plane (What are we doing?):

Define what to do (in the specific sprint/project)

What are our functional requirements?

What does our product practically need to be able to do?

What content if any will we be serving and what will it mean to the customer?

Who on the team is doing what?

## Functional Specifications: The feature set

## Content Requirement: What is required to provide value?

# Structure Plane (How much content/information and how is it organized and prioritized):

Think story structure. This is the journey you expect users to undertake.

Note: Just be because you build it with a certain purpose in mind doesn’t mean it will be used that way. **Always test your assumptions for key journeys!**

What pages/views will we need?

*Home/plan my run*

*About/instructions*

What are the big clusters of information?

*Intro*

*Form for route*

*Form for weather*

*Nav & footer*

What form does our information architecture take?

How will users interact with the site and how will the site responed?

This plane is concerned with your functionality & your content & its organization & how to navigate them through your content & features.

## Interaction Design: Patterns and sequences that provide options to the user

Graphical user interface, application

Description automatically generated

## Information Architecture: Organisation arrangement & priority of content

Diagram

Description automatically generated

# Skeleton Plane (How are people going to move through things? How are things placed?):

This plane is about layout, position, order, and grouping. Organize elements for maximum effect and efficiency.

Qs:

* Interface design: How will we arrange elements to make it easier for users to find what they need?
* Navigation: How do we expect users to go from one view/place/page to another?
* Information design: How do we present our information in such a way that users will understand it?

Notes: Mock ups are made at this stage.

Giving form to function.

## Interface Design: The best arrangement and visual presentation of the elements

## Navigation Design: Intuitive navigation & completion of tasks

Good design is:

Graphical user interface, application

Description automatically generated

# Surface Plane (What will the user see, all the things that are visible):

Sensory design plane (what you see as a user).

Qs:

* Can I see that text on that background (use a contrast checker)?
* Is my text big enough?
* Am I going to give someone an epileptic fit with these animations?
* Are the buttons easily clickable, in both size and placement?

Notes: Content is King!

## Visual Design:

* Colours:
* Logos:
* Icons:
* Illustrations:
* Typography:
* Imagery:
* Reinforce the meaning of content:
* Guide the user through tasks and information in an intuitive way:
* Minimize cognitive overload (too much too soon) and maximize intuitive learning (use what people already naturally use):
* Appropriate content (keep it to what is on topic):

Banner Image: <https://pixabay.com/photos/road-highway-journey-asphalt-5089188/>



Font:

Text: <https://fonts.google.com/specimen/Playfair+Display?preview.text=Plan%20your%20run%20with%20weather,%20&preview.text_type=custom>

Logo: <https://fonts.google.com/specimen/Oswald?preview.text=PLAN%20MY%20RUN&preview.text_type=custom>

Logo: <https://www.flaticon.com/free-icon/running_1108869>

Weather API: <https://rapidapi.com/wettercom-wettercom-default/api/forecast9/details>

Weather icons: <https://www.flaticon.com/search?author_id=1&style_id=14&type=standard&word=weather>

Search Location: <https://docs.mapbox.com/api/search/>

Project Plan:

1. Style location section
2. Style weather input
3. Style weather output
4. Style find route
5. Style footer
6. Function for finding location
7. Function for getting current location
8. Function for getting day
9. Function for getting time
10. Function for receiving weather info
11. Function for clicking route
12. Function for turning on and off looping route
13. Function for undo click on route