

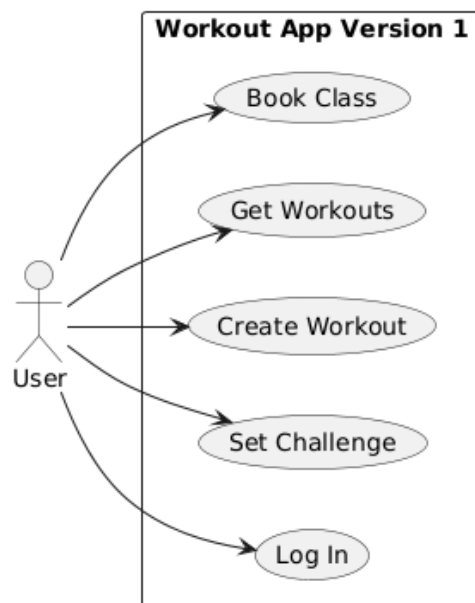
Version 1

In version 1 we thought about it for some time and decided that the most valuable features in the app for the user was that he could log in, set challenges, create workouts, get workouts and book a class. These were features that the users asked most about in our surveys and interviews. By focusing on them we can create a good core for the app where customers can already engage with the most important features by logging in, setting challenges, creating workouts and book classes. This will give the customers a good experience from the start where they can use all those features and in future releases we can build on top of that and improve the experience more by adding more features that compliment the core features in release 1.

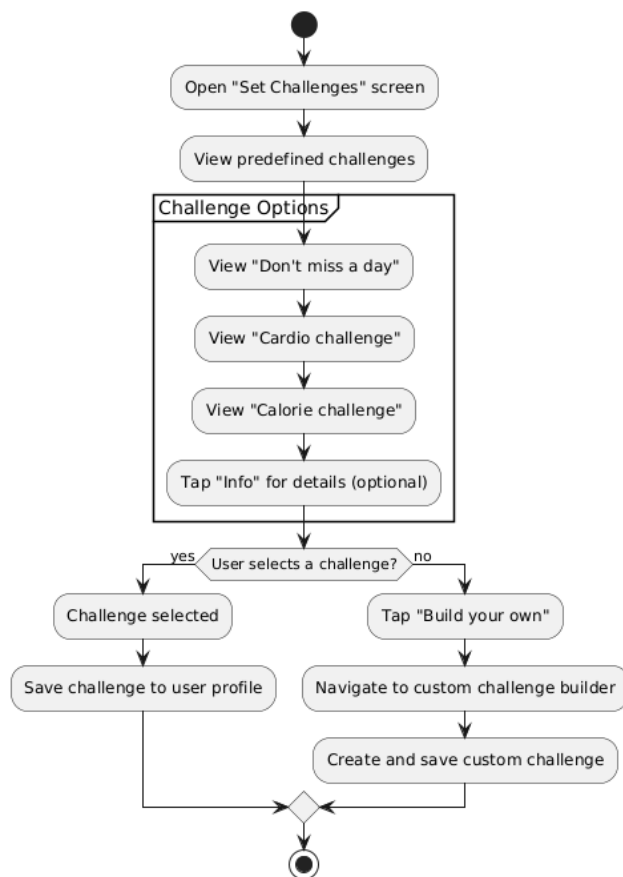
Product success metrics for version 1: In version 1 we wanted to implement the core features of the app which customers asked for and is our main goal in release 1 for those customers to be using the app on a regular basis and using the core features in the app. We set a few goals that we would like to happen in release 1.

- 60% of the users have created a workout in the first week
- 55% of the users use the app daily in the first week
- 60% of the users set themselves a challenge in the first week
- 75% of the users are still using the app after the first week

Use case diagram



Activity diagram



Version 2

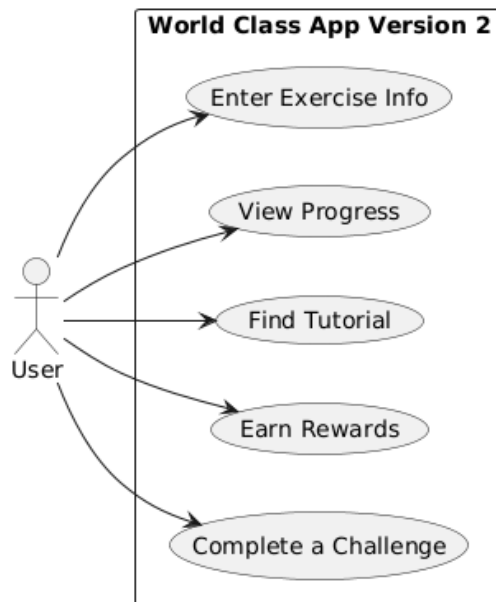
In version 2 our primary object is to build on top of the core features that we chose in release 1 to enhance the experience of the customer even more. We chose to add in that customers can complete their challenges and get rewards, find a tutorial about an exercise to help them learn, view their progress and enter information about an exercise they just performed (sets, reps and weight). These features complement the features from release 1 very well. In release 1 the customers were able to set themselves challenges but nothing more now they can complete these challenges and get rewards. In release 1 they could also create workouts and in release 2 we will add the feature that they can enter information about each exercise in the workout. By doing that the customers can see things like if they are increasing the weight they are lifting. We also added in the features that the customer can track their progress because that is an important thing that customers want to be able to do after they have worked out for a while and this feature connects with the putting in information feature. Our main object with this release is giving the app more depth with helping the customer stay motivated and helping them workout. By adding these features we are turning basic planning into a more rewarding and encouraging experience.

Product Success metric for version 2: In version 2 our goal is to enhance user engagement in the app and give them more to do in the app and keep them more motivated and reason to come back to the app on a daily basis.

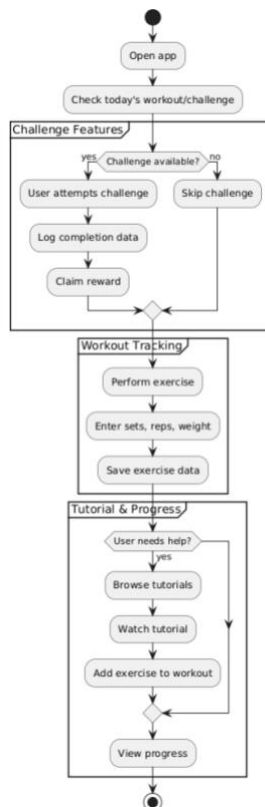
- 50% of the users complete a challenge and claim the reward

- 70% of the users input information about an exercise they just finished
- 55% of the users look at their progress
- 50% of the users watch a tutorial
- 70% of the users who watch a tutorial put that exercise into their workout.

Use case diagram



Activity diagram



Version 3

In version 3, our goal was to enhance interactivity and user support by introducing social and trainer-based communication features. Based on user feedback and roadmap priorities, we added three new capabilities:

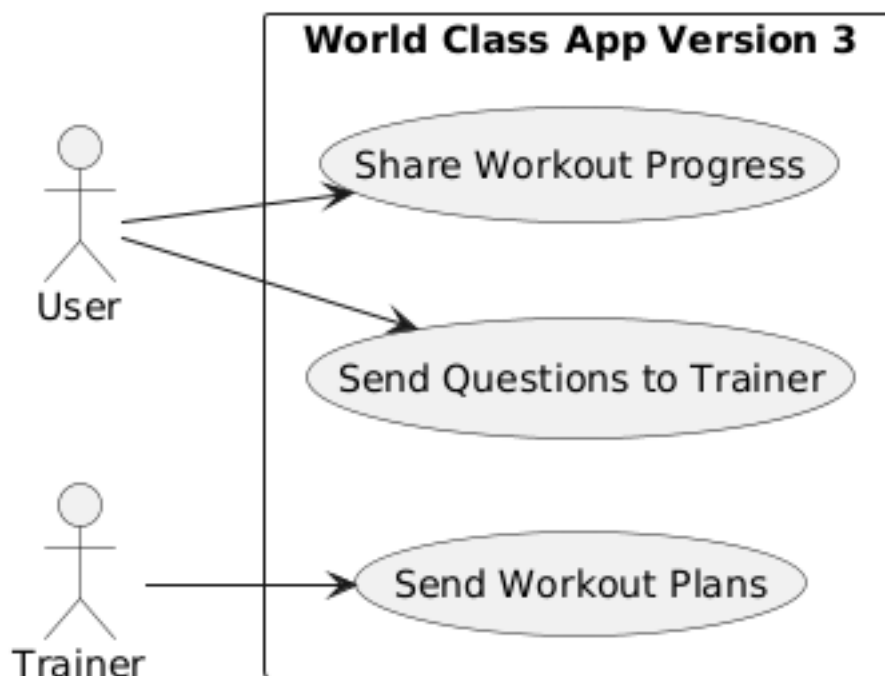
- **Share Workout Progress:** Users can now share their completed workouts or milestones with others, fostering motivation through social engagement.
- **Send Questions to Trainer:** Users are able to message trainers directly through the app to get guidance or clarification about workouts.
- **Send Workout Plans:** Trainers can now push personalized workout plans directly to their clients within the app.

These features give the app more depth and enhance user satisfaction by improving motivation and direct support. We aim for these additions to increase both daily active use and perceived support from trainers, especially for beginners.

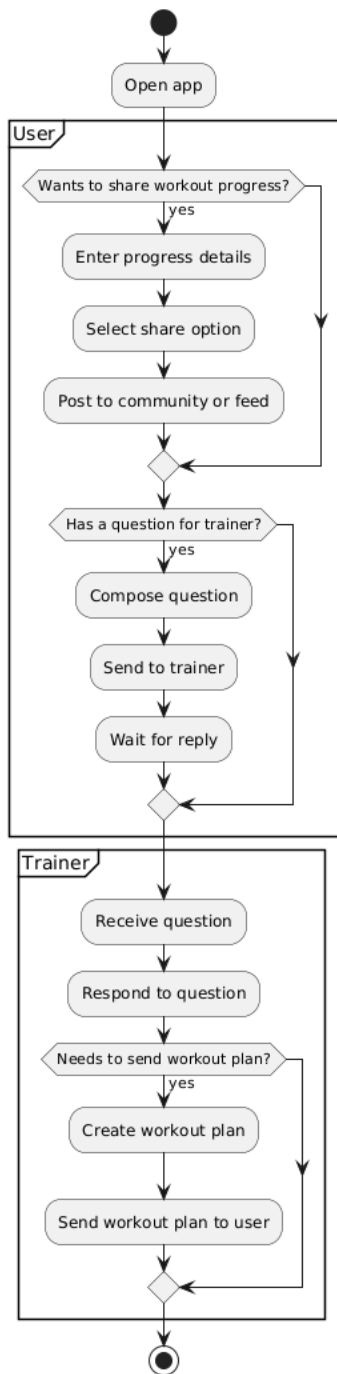
Success Metrics:

- 60% of users share progress within the first 10 days
- 50% of active users send a question to a trainer at least once
- 75% of trainers use the workout plan feature weekly

Use case diagram



Activity diagram



Project board

<https://github.com/users/solvisigmars/projects/3/views/1>