1 Abstract & Introduction

The Thai Boxing society currently uses Facebook to communicate all of its information. This requires the members to have Facebook to see the up to date information about socials, training sessions and events. Another issue with using Facebook is that the members may have to scroll a lot to find out the information they are looking for.

This project solves the problem of members firstly having to have Facebook to access up to date information about the society but also to avoid them having to spend a lot of time scrolling through the Facebook page to find the information. The aim of this project is give the members of the society an app which allows them to find out information about the society, such as when socials, training sessions and events are happening.

The tools and software used in this project were:

- Microsoft Suite (Word and Excel)
- Draw.io
- Adobe Photoshop
- Marvel Prototyping App
- Survey Monkey

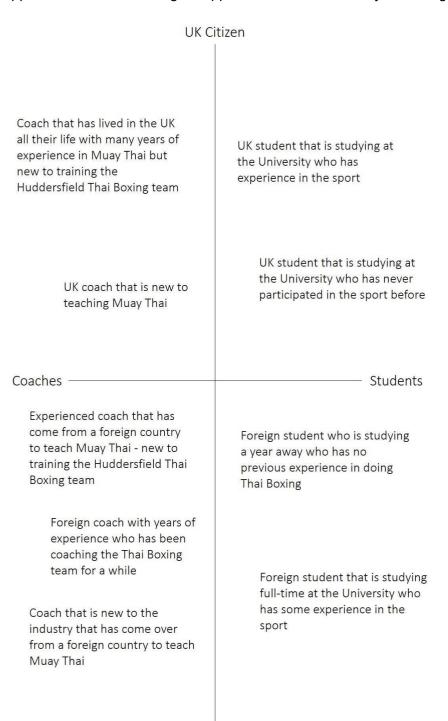
The structure of the report follows the flow in which the project took and looks into the all the aspects of the project. These aspects include:

- Target Audience
- Methodology
- Research
- User Research
- Persona's
- User Requirements
- Epics
- Project Specification
- Project Plan
- Project Design
- User Testing
- Testing and Evaluation

2 Target Audience

The app is for the Thai Boxing society which means that the people that will use this app are those who are thinking about joining the society, current members and past members whom are still studying at Huddersfield University.

The diagram below shows the different types of people that could use the app. When designing the app the focus will be making the app suitable for them as they'll be using the app the most.



Non-UK Citizen

3 Methodology

The methodology that will be used in this project is ScrumBut which is an agile way of working. Scrum, which was developed by Ken Schwaber, is mainly used within team projects as it is designed to improve productivity within the teams. This is done by having Daily Scrum meetings and creating Sprints through defined User Stories.

The foundations of Scrum will be used and adapted it to fit around this project. Primarily it will be adapting Scrum to work around a project that is being developed by one person. Using Scrum, even in a non-team environment will allow maximum productivity while working on this project.

Scrum will be used but...

- ... Each role defined by Scrum which are Product Owner, Scrum Master and Team, will be merged into one as this isn't a team project.
- ... A sprint will have its own set period of weeks depending on what's in that sprint.
- There won't be the traditional Daily Scrum meeting, instead after each sprint the progress of the project will be reviewed to see what needs doing and what direction the project needs to go in.

Testing throughout the project will be done as the Scrum methodology is being used. This testing will be done in the form user testing which will be gathered through questionnaires sent out to Thai Boxing members. Testing will also be done in the form of reviewing the project at the end of each sprint to find any functionality errors.

3.1 MoSCoW

MoSCoW is a method used to define what is most important in a project.

Must Have	Should Have	Could Have	Would Have
Fully designed app	Consistent design (colour	Coded app	Accessibility
	scheme/fonts)		(languages/resizable
			text)
Working interactive	Clear graphics	Rating system for socials	
prototype		and training sessions	
Mobile friendly		Reminders of when	
		socials and training	
		sessions are happening	
		and where	
Relevant content			
Clear user interface			
Easy to navigate			

4 Research

UX Design is designed to improve the usability, ease of use and interaction while UI Design focuses on presentation of the interface.

When it comes to designing apps there are two main guidelines that can be referred to, to help with both the UI and UX of the app. These are:

- Apple's (iOS) Human Interface Guidelines
- Google Material Design

Apple's (iOS) Human Interface Guidelines

The main points in this guideline are about clarity, deference and depth, which refer to:

- The text being readable and the icons are appropriate
- Making use of negative space, colours, fonts and graphics to highlight important pieces of content
- Using fluid motion to create a crisp interface that is easily understandable
- Keep bezels, gradients and drop shadows to a minimum
- Convey a hierarchy by using visual layers and realist motion

Google Material Design

Google Material Design has three main principles. These are:

Material is the metaphor

This principle refers to the theory of rationalised space abd a system of motion. This includes visual cues and realist lighting to show how objects move, interact and exist in space and relation to each other

Bold, graphic, intentional

This principle is all about how typography, grids, space, scale, colour and imagery create hierarchy, meaning and focus which help in immersing the user in the experience.

Motion provides meaning

This principle refers to making sure the motion reinforces the user as the prime controller and that motion is appropriate, serving to focus attention and maintain continuity.

Keeping these guidelines in mind will help when it comes to what direction the design of the app will go in and how to make the app as usable as possible.

5 User Research

A survey was sent out [see appendix A] to gain a sense of what the members of the Thai Boxing society wanted from an app. The data from this survey found that the information that the app needed to display were:

- What Thai Boxing is?
- When training sessions and socials are on
- Price of membership

The features that they stated were most important were information about the society and reminders about training sessions.

The results also showed that 11 out of the 12 people that took the survey thought an app for the society would be useful and that those 11 people would download the app if it was created.

6 Persona's

Personas were created to give an idea of the type of person and their needs of those using the app.

Persona 1: James Liebold

James Liebold



Gendar: Male
Age: 24
Occupation: Student (University of Huddersfield)

Location: Huddersfield, UK

James is in his final year of his course at Huddersfield University. He has been a memeber of the society since he first joined the University. He balences his University work, his part-time job and his committee duties within the society.

James's needs:

- As a member of the committee he will need to make sure that the information on the app is kept up to date
- He needs the app to give him the ability to comunicate with the other memebers of the society
- He needs to know when socials, training sessions, events and kit orders are happening

Persona 2 - Olivia Bator

Olivia Bator



Gendar: Female
Age: 18
Occupation: Student (Univeristy of Huddersfield)
Location: Leeds, UK

Olivia is a first year student that has come to University stright from College. She commutes to University from her family home in Leeds to save money on accommadation. She is thinking about joining the society as she wants to make new friends, keep fit and learn how to defend herself.

Olivia's needs:

- ${\boldsymbol{\cdot}}$ She needs to find out what's involved in the society (socials, trainings and any other events
- · She will want to know when socials and training sessions are on a weekly basis
- She needs to know the price of membership and how to join
- She will want the app to give her the ability to be as involved with the members of the society as she wishes (the ability to communicate with them outside of training and socials)

7 User Requirements / User Stories and Epics

7.1 User Requirments

User requirements	Rationale
The app must provide appropriate functionality for	The keep both user Oliva and James using the app the
the end user to be able to get the most out of the	functionality needs to be appropriate. For example, they
арр.	both need to be able to find out information about the
	society and use the app to be more involved in the
	society.
The app must provide members with features that	Users James and Oliva need the app to have features to
allow them to get more involved in the society.	keep them using the app. These features involve
	dynamic content to tell them when socials, training
	sessions and events are on.
To save the users data across different devices a	For both users Oliva and James having a login option will
login option should be provided to members.	allow their data to be save enabling them to take full
	advantage of the app.
The design of the app must cater for dynamic	For user James and Oliva the design of the app needs to
content and more content to be added/removed in	be easy and quick to use as well as consistent so they
the future.	know they are still using the Thai Boxing app.

7.2 User Stories (Prioritised)

- As a member of the society, the app needs to provide information about socials, training sessions and other events as well information about the society such as who the committee is and the price of membership to allow everyone to getfully involved in the society. = 100/100
- As a member of the society, the app needs to enhance the experience of being a part of the society making it more of a community rather than just a sports team. = 25 / 100
- As member on the committee, the app needs to enable the committee to keep the information up to date. = 10 / 100
- As member on the committee, the app needs to allow them to know when socials, training sessions, events and kit orders are happening. = 60 / 100
- As member on the committee, the app needs to have the ability formembers to communicate between themselves. = 70 / 100

7.3 Epics

The table below combines the above user stories into two epics. These will be used to create sprints which are used to show what tasks needs to be completed by importance.

Epic 1 – Provide users with information about	Epic 2 – Provide specific features to enhance the
the society	experience of being a part of the society
As a member of the society, the app needs to provide	As member on the committee, the app needs to have
information about socials, training sessions and other	the ability for members to communicate between
events as well information about the society such as	themselves.
who the committee is and the price of membership	
to allow everyone to get fully involved in the society.	
As member on the committee, the app needs to	As a member of the society, the app needs to enhance
allow them to know when socials, training sessions,	the experience of being a part of the society making it
events and kit orders are happening.	more of a community rather than just a sports team.
As member on the committee, the app needs to	
enable the committee to keep the information up to	
date.	

8 Project Specification

Design Specifications

The app is going to be designed for the iPhone 6 (750px, 1334px) as this is the device that it will be shown on when in the prototype stage.

Due to this being an app the viewing experience will only be good on mobile devices. As of November 2016 Gibbs (2016) makes the point that it has been recorded that 51.3% of people were browsing on mobile devices.

Technical Specifications

If the app was fully coded it would be created using Cordova which allows the app to be coded using HTML. CSS and JavaScript. Cordova then allows the app to be viewed on different operating systems.

As the app would be downloaded onto mobile devices it will be viewed on devices that have different screen dimensions. This means the app would have to have a good viewing experience on all those different dimensions which range from a width of 310px to 768px.

A database could also be needed if features that are on the app requires information that needs to be stored. An example would be if a login system was included into the app a database would be needed to store the usernames and passwords. The database would be created using MySQL. The tables within the database will depend on the features that are included in the app.

The user's devices will have to have some memory and processing power to run the app on their device. The amount will depend on how big the app is and what features are included. When it comes to coding the app considerations in the size of the app will be taken so that it doesn't take up a lot of memory of their devices.

Colours and Language Considered

The colour scheme used will be primarily based off the colours the society currently uses. This is to help make sure the members know they are using something that is for the society. The colours they mainly use yellow and black.

To make sure the app is accessible to as many people in the society as possible colour blindness was considered. The research into colour blindness showed that it is key to:

- Use both colours and symbols doing this allows people who can't see the colour used understand they are required to do
- Have a limited colour palette doing this will help avoid the bad colour combinations. These are green and red, green and brown, blue and purple, green and blue, light green and yellow, blue and grey, green and grey and green and black.

The language used within the app will be considered. The words used will have to be written in a professional but inviting tone to keep people reading and to get those who aren't members feel a part of the society.

9 Project Plan

To help know when different parts of the project should be complete a project plan was created. As the methodology of Scrum But is being used the timings of these could change depending on if the important of some task change.

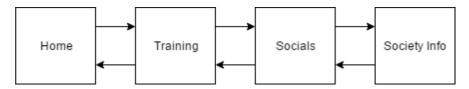
Project Plan

Tasks	October '16	November '16	December '16	January '17	February '17	March '17	April '17
Proposal							
Project Plan							
Poster Proposal							
Research							
Relavent Research for the app							
Society information & what they want on							
the app (through questionnaire)							
Designing the app							
Colour Scheme							
Fonts							
Sketches & Wireframes							
Visual Mockup & Prototype							
Development of the app							
Coding							
Testing							
Feedback							
Get information or feedback on the app							
Report							
Finalise Report							

10 Project Design [V1]

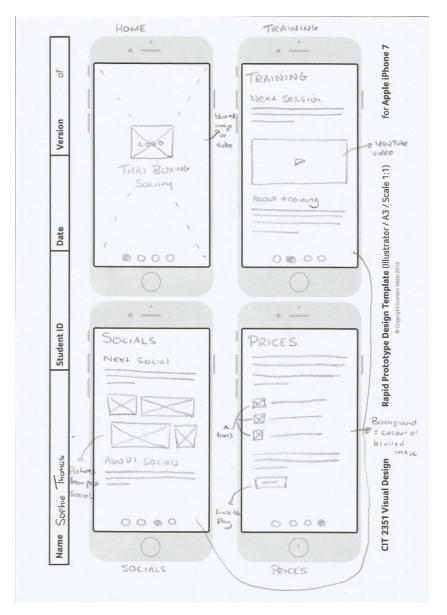
10.1 Sitemap

A sitemap was created to show the structure of the app in terms of what pages will be on app and how those pages link together.



10.2 Wireframes

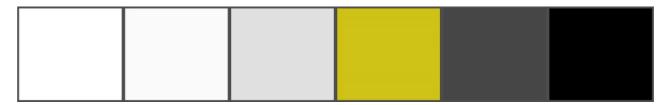
The wireframes below have been based off the sitemap and the data gathered from the questionnaire. Wireframing is key in the design process as it enables you to quickly see what layouts work with the elements you have. The wireframes show what elements are going to be included on each page.



10.3 Colours and Fonts

The colour used was based off their current colour scheme but with some adaptions. This was done so that the members knew that they were using something that was to do with the Thai Boxing society.

The colours used are: White (#fff), Muddy White (#fafafa), Light Grey (#e0e0e0), Yellow (#d0c317), Dark Grey (#464646) and Black (#000).



The fonts used within the design were chosen based on two things. The first was ones already used by the society or close to it and ones that are easily readable on screens.

The fonts used within the design were chosen based on two things. The first was ones already used by the society or close to it and ones that are easily readable on screens.

The two fonts that were used are Crete Round Regular and Raleway (Regular, Bold and Italics). Crete Round is very similar to the one used already by the society and Raleway goes well together with that font and is easily readable.

Crete Round

Characters

ABCĆČDĐEFGHIJKLMNOPQRSŠTUVWXYZŽabcčćd
defghijklmnopqrsštuvwxyzž1234567890'?'"!"{%}[
#]{@}/\$<-+÷×=>®©\$€£¥¢:;,.*

Styles

Regular
Regular
Regular Italic

Raleway

Glyph



Characters

ABCČČDĐEFGHIJKLMNOPQRSŠTUVWXYZŽabcč ćdđefghijklmnopqrsštuvwxyzž1234567890'?'"!"(%)[#]{@]/&<-+÷×->@©\$€£¥¢:...*

Styles

Type here to previous bod.





Thin

Thin Italic

Extra-Light

Extra-Light Italic

Light

Light Italic

Regular

Regular Italic

Medium

Medium Italic

Semi-Bold

Semi-Bold Italic

Bold

Bold Italic

Extra-Bold

Extra-Bold Italic

Black

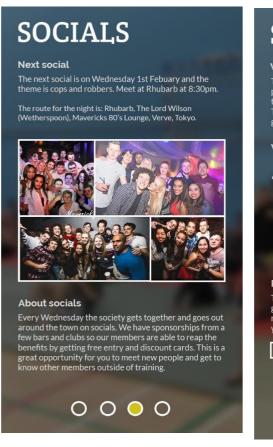
Black Italic

10.4 Digital Designs and Prototype

The digital designs below have been designed in Adobe Photoshop. These use the colour scheme and fonts chosen previously and are incorporated into the elements of the page. When designing this it was clear that the logo wasn't going to be useable as it wasn't suitable for background that weren't black and when the black square background was removed the text then became distorted.









11 User Testing (feedback on app)

To see whether the direction of the app was right for the people that were going to be using the app a survey [see appendix B] was sent out to the members of the society. The results from the survey showed that although the design of the app was visually appealing it was missing a few pieces of important information and features that would make people download the app. The suggested features that should be added were:

- Include information about the committee
- Include details about events and interclub tournaments
- Add a posting/chat feature so that members can communicate between themselves about socials, training or any other relevant topic
- With the current navigation allow users to swipe between pages rather than having to click the buttons

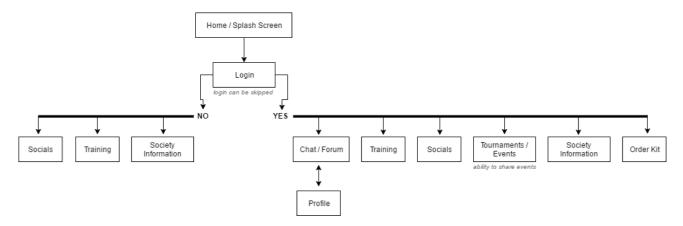
The feedback made it clear that hardly any of the user requirements had actually been met, meaning that without adaptions being made the app isn't fit for purpose. Due to this the main focus will be now to make sure the app includes features that meet all the user requirements, this therefore means that the plan of coding the app will take a back seat.

To make sure that all the user requirements are meet the whole app will be re-thought about to see how these new features could be added and how those along with the information can be displayed best for the people who'll be using the app.

12 Project Design [V2]

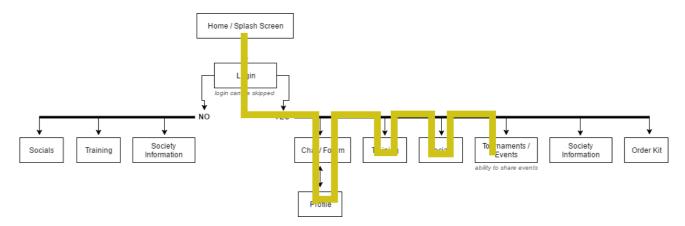
12.1 Sitemap

Below is a diagram of the revised sitemap. The app will now give the users the ability to chat between each other, order kit and login which stops random people who aren't apart of the society spamming the chat.



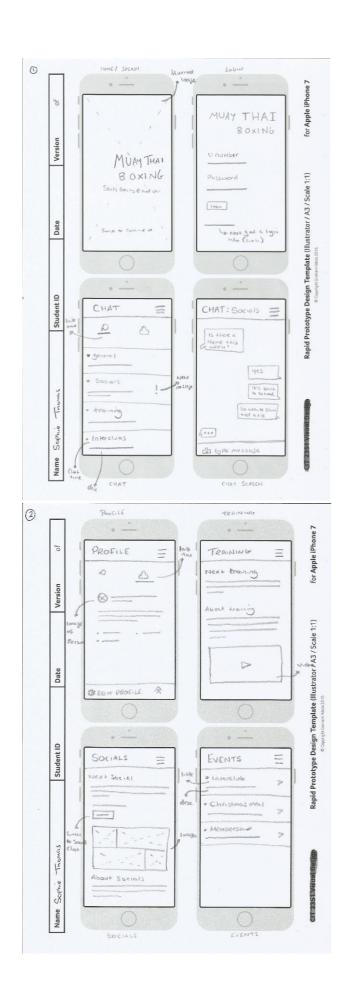
12.2 Task Flows

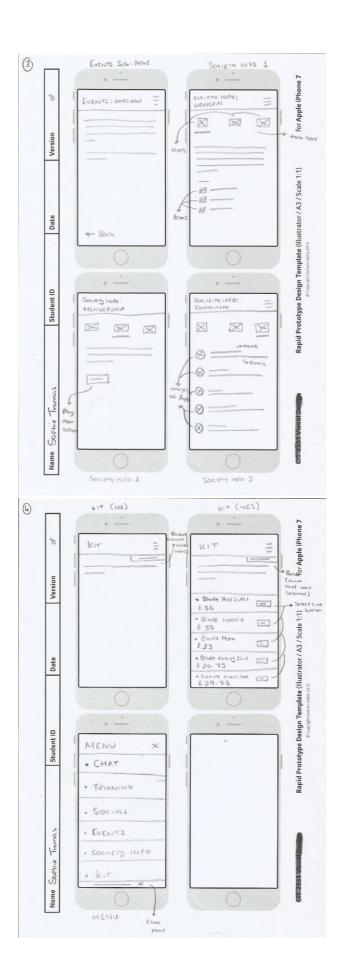
This diagram shows how Oliva (persona 2) could use the app. It shows a path of what pages she'd go onto if she was to use the app.



12.3 Wireframes

The wireframes below have been based off the revised sitemap created above and the data gathered from the second questionnaire.

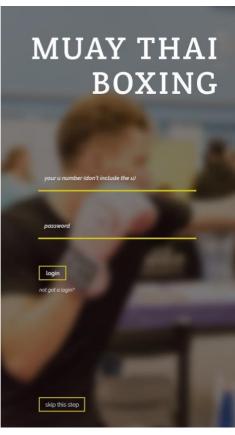


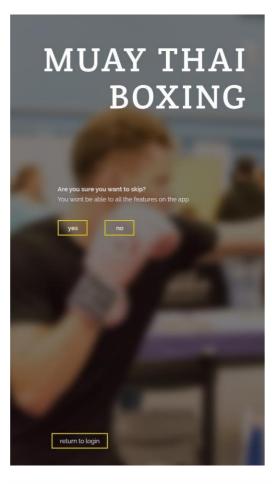


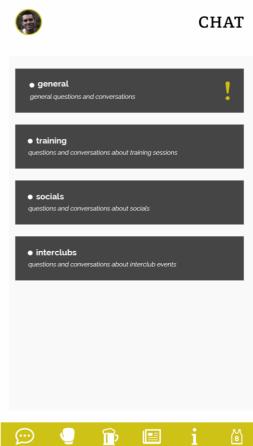
12.4 Digital Designs and Prototype

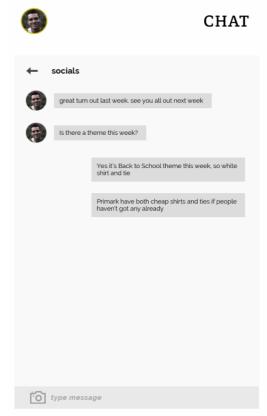
This version takes elements of the first version as from the feedback said the design was visually appealing while making it easier for users to read the content and navigate the app by making the menu fixed at the bottom screen. This was done by removing the tab navigations that were shown in the wireframes as the information can be shown on one page. However, the members can still change their profile picture by clicking on the image of themselves in the header.







































SOCIALS



EVENTS & NEWS

The next social is on Wednesday 1st Febuary and the theme is cops and robbers. Meet at Rhubarb at $8:30\,\mathrm{pm}$.

The route for the night is: Rhubarb, The Lord Wilson (Wetherspoon), Mavericks 80's Lounge, Verve, Tokyo.



About socials

Every Wednesday the society gets together and goes out around the town on socials. We have sponsorships from a few bars and clubs so our members are able to reap the benefits by getting free entry and discount cards. This is a great opportunity for you to meet new people and get to know other members outside of training.

• vote for your new committee

kit orders

• 2016 christmas meal

• membership payment



























SOCIETY INFO



KIT

What is Muay Thai?

Thai boxing is a sport that is becoming more and more popular around the world. Even though it is already one of the most used striking arts used today (used not only in Thai and K1 but in MMA bouts including the UFC) it is still growing as a sport – especially in the UK.

Why join?



3 training sessions a week



diversity of boys and girls



socials every week

Membership

To become a member of the Thai Boxing society, which gives you access to every training session and socials, you need to pay a small fee of £45 (one payment for the whole year).

pay now

Committee



Mike Hargreaves (President) mike@hudthai.hud.ac.uk



Oli Smith (Captain)
oli@hudthai.hud.ac.uk



Calum Skidmore (Vice President) calum@hudthai.hud.ac.uk



Harvey Kangley (Treasurer) harvey@hudthai.hud.ac.uk



Lucas Arrona (Social Secretary) lucas@hudthai.hud.ac.uk



















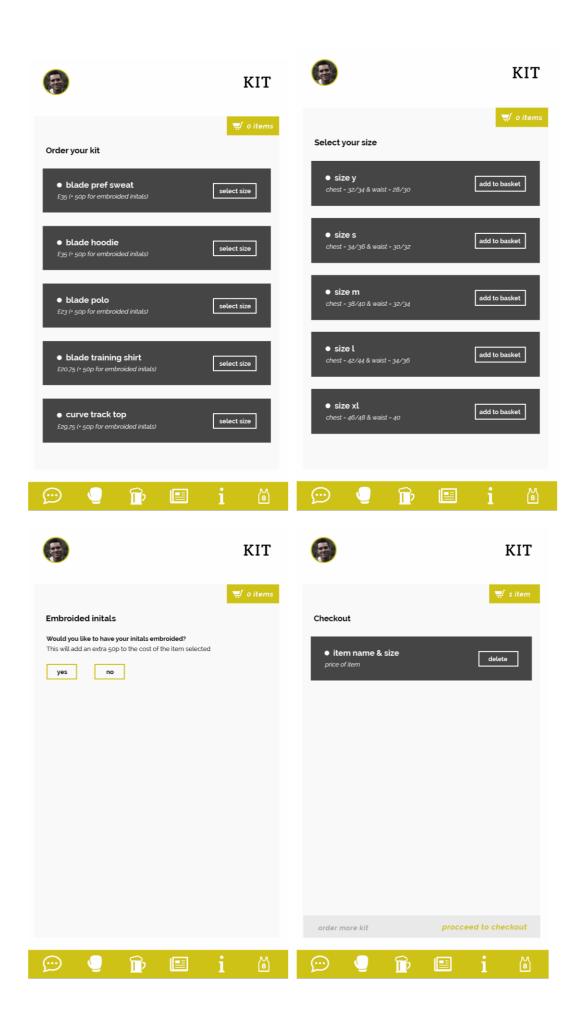






Order your kit

Sorry, we are currently not taking any kit orders at the moment.



13 User Testing (feedback on app)

Now that the app has been re-designed to allow for the features that were suggested by the members of the society a survey [see appendix C] was sent out to see whether the app now meets all the user requirements. From the results of the survey it was clear that they had been met as each person that completed the survey said that the app was visually appealing, they were able to find all the information about the society they wanted to and they'd download the app if it looked and the functionality was the same as the prototype.

14 Testing and Evaluation

14.1 Product Testing

As the Scrum But methodology has been used in this project, testing has been conducted throughout. This has been done by making sure the products functionality is suitable for the end user. As well as surveys were sent out to the members of the Thai Boxing society to gain a sense of whether the app was suitable for them.

Doing this type of testing allowed for faults in the functionality of the app to be found early on and made it easier to find out what features the members of the Thai Boxing society actually needed.

14.2 Product Evaluation

This project involved many different tasks to create the end-product. Using the Scrum But methodology really helped in knowing what tasks were most important as after each Sprint the product was reviewed and new tasks were be set depending on where the direction of the product needed to go in. All of this was tracked through a Scrum Board, which was updated throughout the project.

SCRUM BOARD									
	Persons	Prioritised Backlog	Sprint 1 (Completed)	Sprint 2 (Completed)	Sprint 3 (Completed)	Sprint 4 (Completed)	Sprint 5 (Completed)	Sprint 6 (Completed)	Sprint 7 (Completed
	Jamie Liebold - wants to make sure the app kept put of kept up to dake, the ability to communicate with members of the society and know when social, training sessions, events and kit orders are happening.	As a member of the society, the app needs to provide information about socials, training sessions and other events as well information about the society such as who the committee is and the price of membership to allow everyone to get fully involved in the society		Research on UX design for apps ✓	Methodology √	Sitemap ✔	Feedback on app (through questionnaire) ✓	Sitemap ✓	Feedback on app (through questionnaire) 🗸
	Olivia Bator - wants to find out what's involved in the society, know when socials and training sessions are on, know the price of membership and the ability to be involved with the members of the society.	As member on the committee, the app needs to have the ability for members to communicate between themselves.	Poster Proposal ✓	Define target audience	MoSCoW ✓	Wireframes √		Task Flow (based on a persona) ✓	
		As member on the committee, the app needs to allow them to know when socials, training sessions, events and kit orders are happening.		Questionnaire to Thai Boxing members ✓	Persona's ✓	Colour Scheme and Fonts ✓		Wireframes ✓	
		As a member of the society, the app needs to enhance the experience of being a part of the society making it more of a community rather than just a sports team.			User Requirements / User Stories ✓	Digital Designs ✔		Digital Designs ✔	
		As member on the committee, the app needs to enable the committee to keep the information up to date.			Epics ✓	Interactive Prototype ✓		Interactive Prototype ✓	
					Project Specification ✓				

The aim of this project was to give the members of the Thai Boxing society an app which allowed them to find out information about the society. This aim has been half-met as due to deciding to focus on getting the functionality of the app right. This means that although people can use the prototype they can't download and use a real-app.

Although the app wasn't coded this wasn't defined as a must have in the MoSCoW chart. After the focus became the design and what features needed to be on the app the end-product met all of the user requirements and from the feedback given [see Appendix C] it suggests that the app is suitable and if it was coded and launched they would actually download it. This therefore means that the product in its current form meets the aim of giving the members of the society of an app that has features that allows them to know when socials, training sessions and events are on and give the society more of a community feel through the chat feature.

14.3 Personal Evaluation

There were many personal skills that had to be learnt, used and developed due to the nature of this project. The biggest personal skills that had to be used was time management as there was a deadline for this project. This meant that planning methods that are defined in the Scrum methodology had to be put in place.

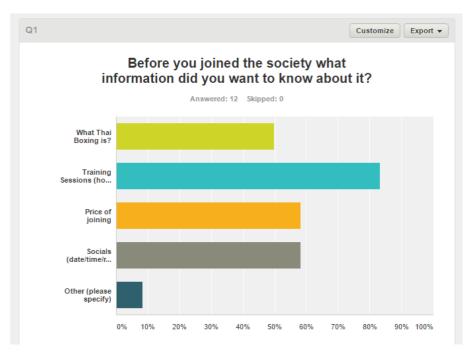
Throughout this project new and existing skills have been acquired and developed, such as being able to use a structured methodology to help track and manage a project effectively, learnt how to interpretfeedback and use that feedback to make the end-product better and more suitable for the those using it and was able to carry out different tasks that are involved in the process of creating a product from starch.

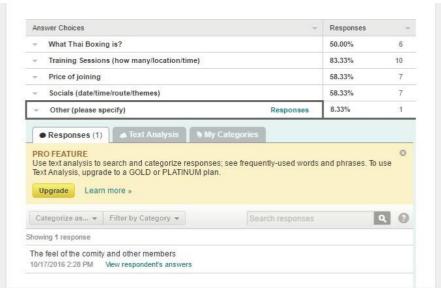
15 References

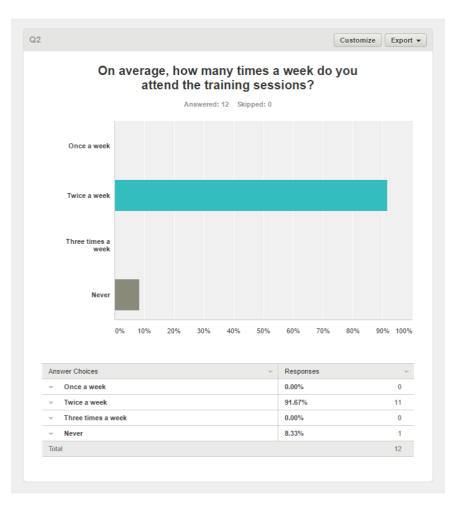
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Appendix A

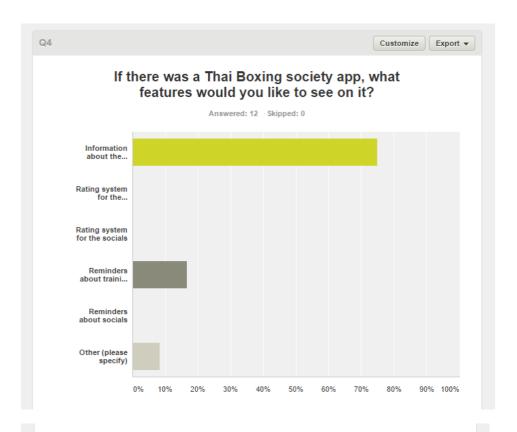
Survey Results: Initial questionnaire

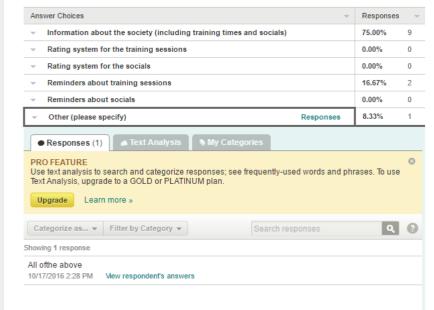


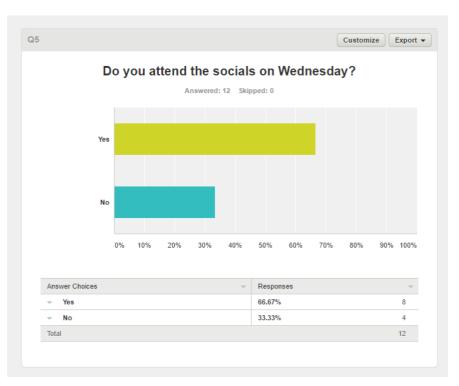


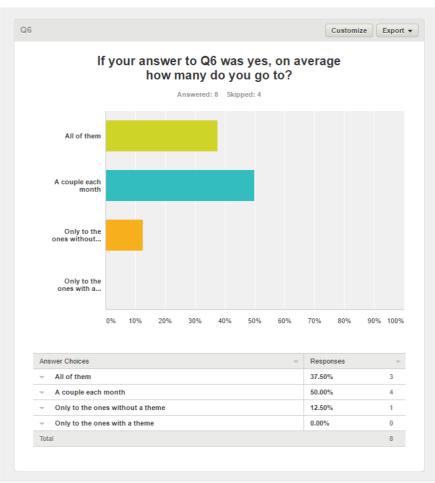


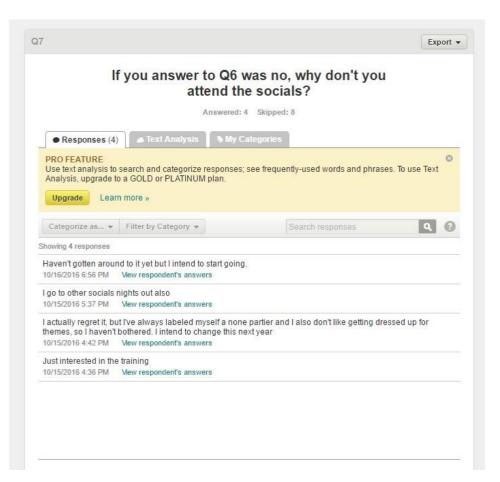


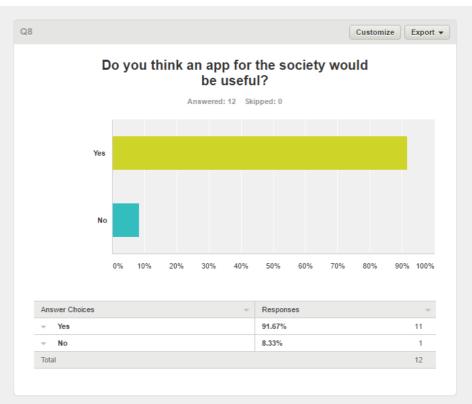


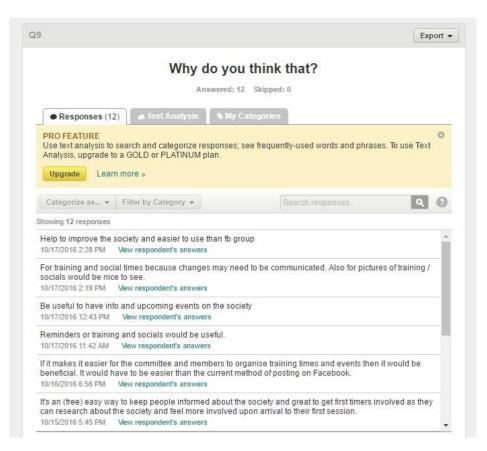




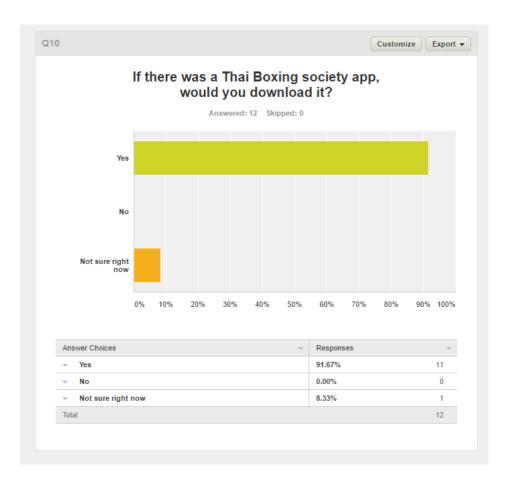






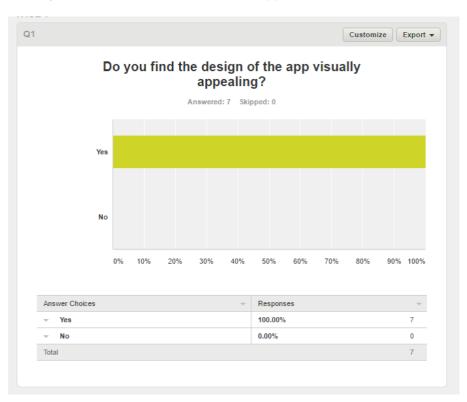


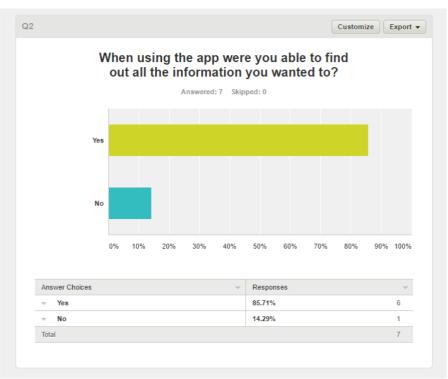




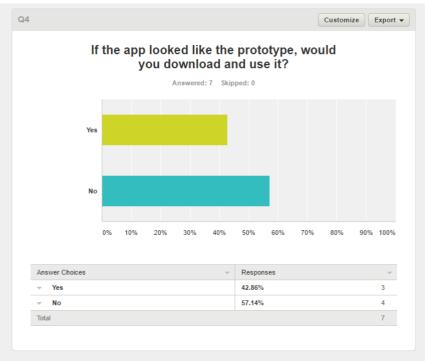
Appendix B

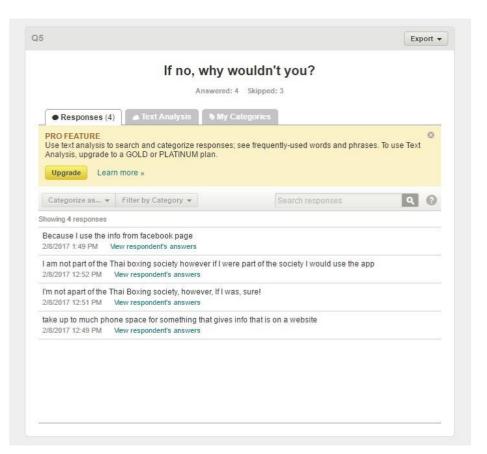
Survey Results: Feedback on V1 of app

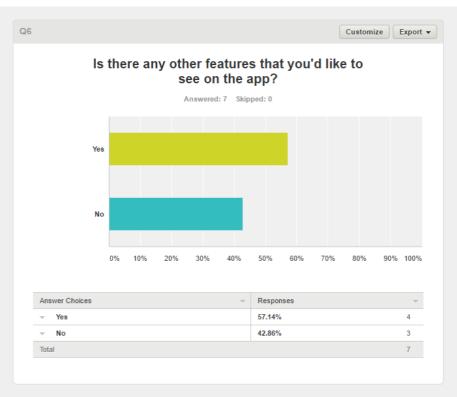


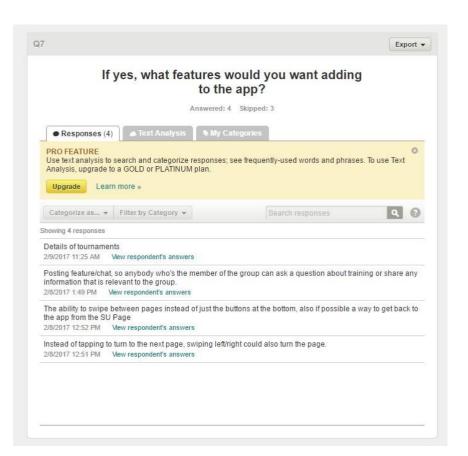












Appendix C

Survey Results: Feedback on V2 of app

