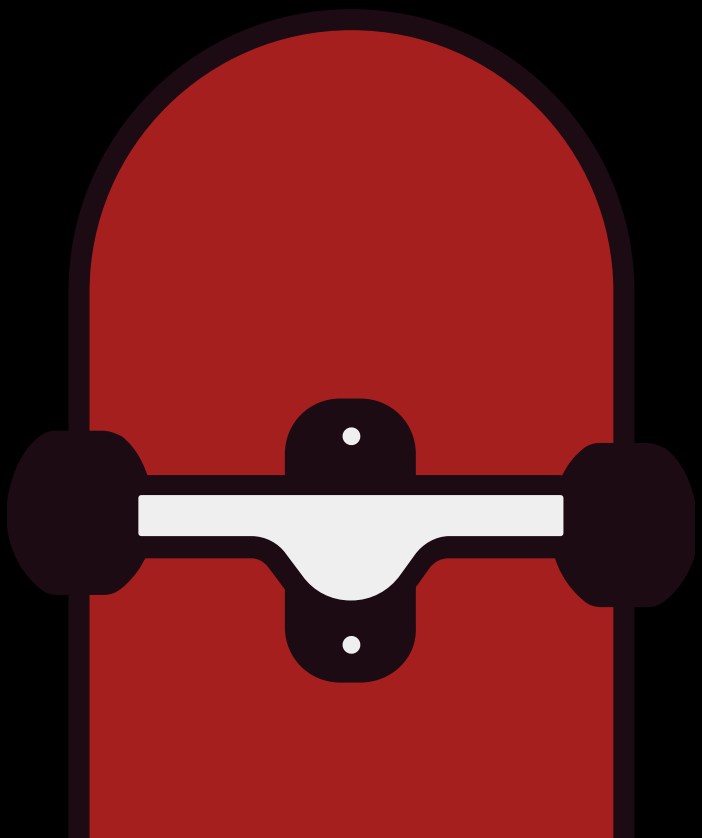
04
22

DESIGN DOCUMENT

SKATERIXX



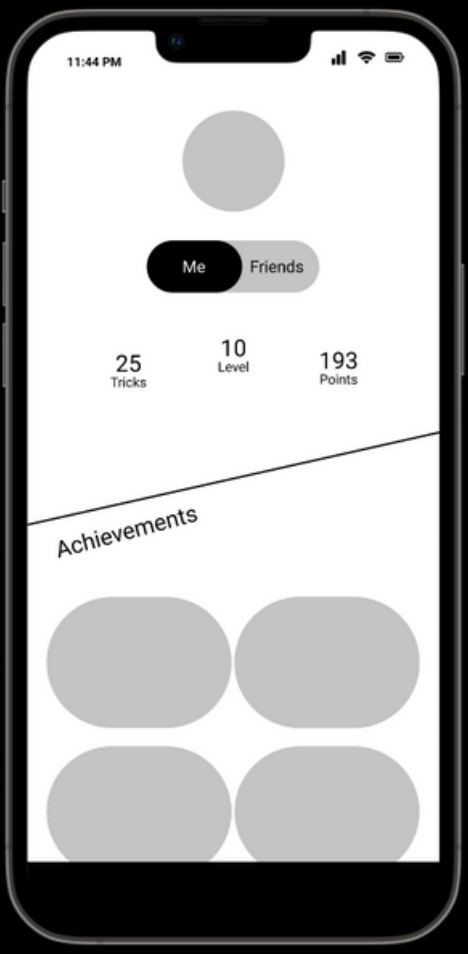
Introduction

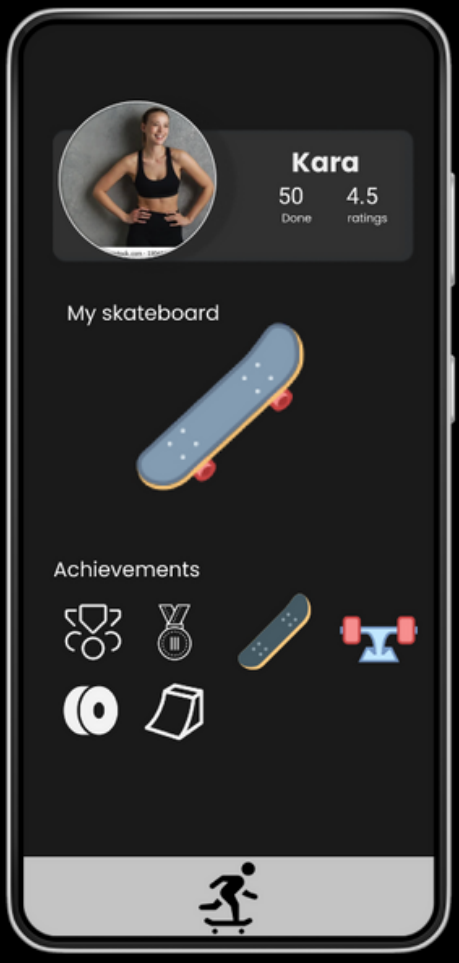
This document aims to show the design choices that we made that brought to this result.

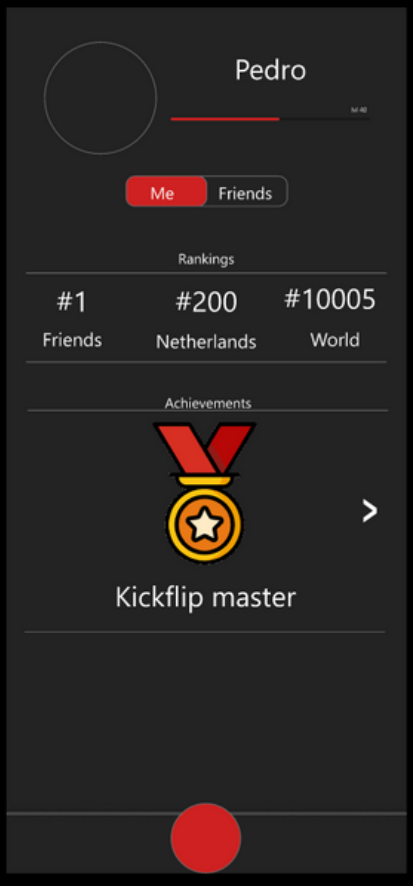
- **What do we use as software?**
  - *Figma is a tool where you can create prototypes*
- **What colours and typefaces do we use?**
  - *We used the colours that were provided to us, which were black, white and red.*
  - *After we got all the information that we needed from the previous groups as well as made our research we started doing the design part. One of the requirements of the client is not to change the colours and typeface and to stick to what we had already.*

- **What did we do?**
  - *Wireframes - Everyone in the group has the task to come up with some ideas about how the design looks like as we did low-fidelity prototypes and more specifically wireframes*
  - *High-fidelity prototype- at the end we combined all the ideas and made them into one prototype. We wanted the app to look modern because we felt that the previous app looked old-fashioned, so we decided to include a gradient. However, our team did some testing and gathered feedback that it does not look playful and appealing, so we decided to put some background images. After we did it, our team believed that it makes the design way more interesting and lively as well as added some depth to the app.*
- **What is our goal?**
  - *To e a user-friendly, playful, and meaningful app for skaters, where they can learn but also compete with their friends.*

Wireframes

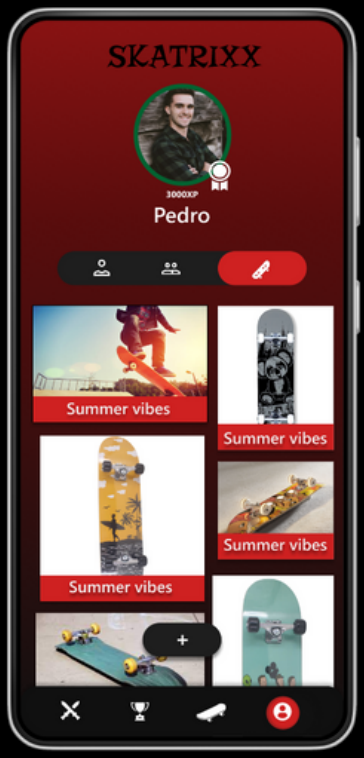

11:44 PM
Me
Friends
25
Tricks
10
Level
193
Points
Achievements


Kara
50
Done
4.5
ratings
My skateboard
Achievements

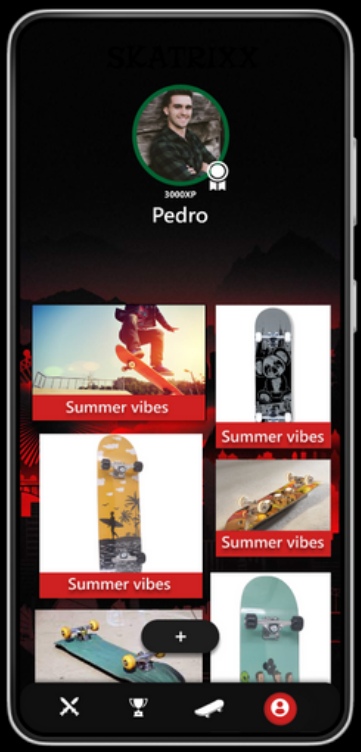

Pedro
Me
Friends
Rankings
#1
Friends
#200
Netherlands
#10005
World
Achievements
Kickflip master

Prototypes

previous prototype



prototype - v1



prototype - v2

3D Model

For the concern of the functionality that we planned to implement we took a skateboard structure from "Sketchfab" and we added manually a nice looking texture to our model using Blender software. Furthermore, we created an
Ollie's animation in again using Blender. The 3D model has been exported from (obj) format to (glTF) format, and we implemented it in our application using THREE.js library with react-three/fiber and drei dependencies for the controls and frames we implemented - the implemented 3D module, can be found in My Skate page in our Progressive Web App. We are planning to implement functionality where you can dynamically change the colors of the wheels of each user skate model, regarding the badges he has achieved. Furthermore, we are planning to implement some in real-time animations on the 3D module, that represent the last trick attempt visually.

Even though the client did not want to change so much the design, we made some changes to it in a way to stick to our concept. The next step of the process was to create the app design. First, we got some design guidelines from the previous groups, and we decided to gather them all together to see what could be changed in the Cosiqnnsequently, the design is more user-friendly, simple and playful for the users. Since some pages looked crowded and not that understandable for instance what the icons mean for instance. Everyone in the group has the task to come up with some ideas about what the design looked like we did low-fidelity prototypes and more specifically wireframes. So, in the end, we combined all the ideas and made them in one prototype. We wanted the app to look modern because we felt that the previous app looked old-fashioned, so we decided to include a gradient however, our team did some testing and gathered feedback that it does not look playful and appealing, so we decided to put some background image. After we did it, our group believed that it makes the design way more interesting and lively as well as added depth to the app. Moreover, we add an image gallery, because while we were brainstorming with the client, we decided that it will be good to have it as a feature. For the users to connect with their friends or create a team in the group game, we decided to have a QR code for connection Another thing that we included on the statistic page is where they can see why they pass or fail the level and give them tips for that. Another thing that we changed and added in our prototype is that we add the S.K.A.T.E. (group game) and the Solo (learning game), so in this way, the user can use our app for both learning and entertainment. In the beginning, when we created our app, we used only icons, but after making some testing we understood that some of the icons are not that clear to the user what they mean, so we solved our problem by adding text under them, so to be sure that they to know what is going on. On the other hand, we had a problem with the flow of the Solo game, thus it becomes long, so again we brainstormed and we got different ideas about how it may look and again we validated it through testing. The one that we stopped is having a dropdown. Moreover, we had a small timer and the skaters could not see it for a long-distance this was a problem for us since we wanted when they are skating to leave their phones apart from them. That's why we created a huge timer that they can see. The statistic page will have a circle progress bar with percentages where people can see if they passed the level or not as there the plan is to be only this and to give them tips on what they have to improve, so next time not to repeat it.

Overall, the process was in a couple of interactions until we find out the best design that would make our app more user-friendly, playful, and meaningful.

Important links

- skaterixx previous - https://www.figma.com/file/idWFEXv3EJhkir1gCu6Cg2/Skaterixx-Prototypes?node-id=1%3A13
- skaterixx - https://www.figma.com/file/xPccm5aQFLGmXnU8X67uyT/High-fidelity-Skaterixx?node-id=573%3A770