Fitness Partner Finding

"Fitness Partner-Start screen"
This is the home screen for finding a fitness partner.

There is a **navigation menu** at the bottom of the screen, and it shows where our users are, and moreover, our users could select one of these icons to go to the home screen, "Workout Game" and "Redeem Vouchers".

Feature 1: Fitness Partner is the feature that enables our users to find a partner to exercise together.

Users need to select the "activities" that they want to participate in and "gender" as a filter and select "Start Matching" find the perfect match.

Potential Partners List

"Search Result"
"Start Matching" directs our user to the screen that allows them to select a partner from the list that meets our users' requirements.

Our users need to select one partner and navigate to the screen that our users could commit to the action.
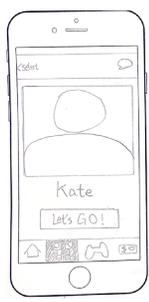
Select Partner

"Select a Partner"
This is the screen that users need to select "Lets' Go!" to match their selected partner, and it will navigate them to the waiting room.

Users select "Lets' Go!" to match their selected partner.

"Waiting for Response"
It is the screen that users wait for the response from their selected partner.

Waiting for response

Successful matching

"Match Successfully"
This is the screen that shows the match is successful, and our users could select "Chat" to go to the chatting screen or select "Modify" to rematch.

Select "Chat" to chat with the partner
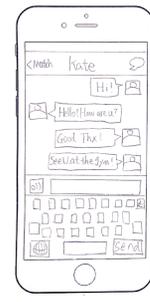
Chatting

"Chat with a Partner" directs our users to the chatting screen. Our users could select the icon "Match" on the top left corner to go back to the "Fitness Partner finding" screen or select a bubble icon on the top right corner to go to their matched partner list screen.

Partners list

"Partner List"
It is a screen that presents the list of our users' match partner. Our users could use the search box on the top to find the partner they want to chat with.

Select a **bubble icon** on the top right corner to go to their matched partner list screen.

Select "**Kate**" from the Partners list to chat

Home Screen

"Home"
This is the home screen of our prototype, and it has three features: "Fitness Partner", "Workout Game", and "Redeem Vouchers".

Feature 2: Workout Game provides mobile games that are connected fitness training, and our users could complete the game by completing a set of fitness movements.

Workout Game

"Workout game-Start screen"
This is the home screen for the work out game.

Users could start work out games by pressing the "**Start**" button.

Activity screen sit-up selected

"Daily Tasks"
This screen shows a list of available activities for today. It shows the tasks on the left with the maximum number of sets that provide points. The points earned for each set are shown on the right. On the bottom, the points earned today out of the maximum 200 points are shown.

Click on "**Sit-up**" button to read sit-up instructions.

Instruction

"Instruction-First step"
Providing instructions for how to lie down correctly

Click on the "**Next**" button to move to the second step of instruction.
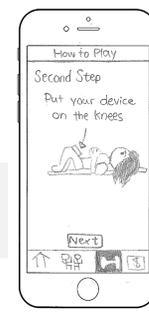
"Instruction-Second step"
Providing instructions for how to place the phone

Click on the "**Next**" button to move to the third step of instruction
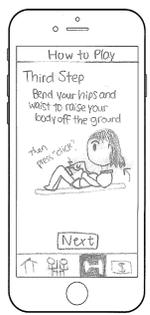
"Instruction-Third step"
Providing instructions for how to raise body and touch screen to take count

Click on the "**Next**" button to move to the fourth step of instruction.
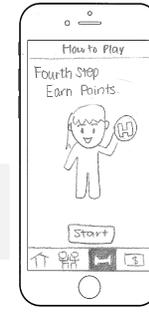
"Instruction-Forth step"
Providing instructions that the points will be earned after the exercise.

Click on the "**Start**" button to start the workout game.

Workout game
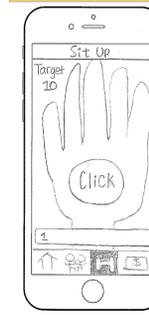
"Start Game-First screen"
This screen shows a hand that users could click on to take count after they complete one sit-up. On the bottom, a number would indicate how many sit-ups the users have completed.

Click the button to count the sit-ups completed.
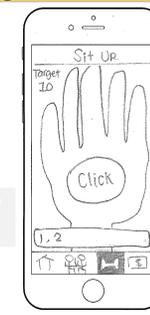
"Start Game-Second screen"
This screen shows the users have completed two sit-ups on the bottom.

Click the button to count the sit-ups completed and continue.

Activity screen

"Sit-up Completed"
This screen shows a check mark besides sit-up indicating that the points are already earned for sit-ups. On the bottom, the points earned today are also updated to 100.

Redeem History
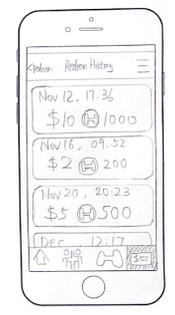
Select "**Redeem History**" to navigate to the screen that shows the information about the vouchers they have redeemed.

"Redeem History"
This is the screen that shows the information about the vouchers they have redeemed.

Feature 3: Redeem Voucher
Our users could earn fitness points and redeem the points for foods.

Redeem Voucher

"Redeem Voucher-Start Screen"
This screen shows the fitness points that our users have earned. Our users could select "Vouchers List" to check how many vouchers they could redeem or select "Redeem History" to check how many vouchers they have redeemed.

Users need to select "Vouchers List" to check how many vouchers they could redeem

Voucher List
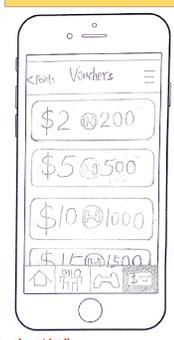
"Voucher List"
This is the screen that shows what kind of vouchers and how many vouchers our users could redeem. Our users need to select one of them and go to the "QR Code Redeem" screen.

Select one of the vouchers and go to the "QR Code Redeem" screen.

QR Code Redeem
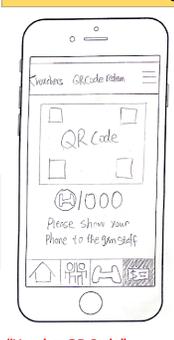
"Voucher QR Code"
It is the screen that presents the QR code of the selected voucher.

Scan the QR Code to redeem the voucher

"Redeem Successfully"
It is the screen that shows the QR code is scanned by the gym staff and the voucher is redeemed.