Fitness Partner Finding

Potential Partners List

"Fitness Partner - Start screen"
This is the "Matching partners" screen that every filter option is folded as a drop-down menu, so our user could select "Activities", "Study Program", "Partner Gender", "Workout day", and "Location" to sort, filter and find potential partners.

Our user also could select the "Back" icon on the top left corner to go back to the home screen

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

Select **"Activities"** to show its drop-down menu.

Select the preferred activities.

"Matching Partners- Selects Activities"
This is the "Matching partners" screen that our user selects "Activities" and chooses the preferred activities.

Click the **"up"** arrow to fold the "Activities".

Then select the "Study Program" from the schemes.

Fill out the blank for Study Program.

"Matching Partners- Type Program"
This is the "Matching partners" screen that our user selects "Study Program" and fills out the study program.

Fill out the blank for Study Program.

Select **"Return"** to go back to the filter options and select "Partner Gender".

"Matching Partners- Select Gender"
This is the "Matching partners" screen that our user selects "Partner Gender".

Select the preferred gender. Click the **"up"** arrow to fold the "Partner Gender".

Then select the "Workout day" from the schemes.

"Matching partners- Select Workout Day"
This is the "Matching partners" screen that our user selects "Workout day" and chooses weekdays in the list.

Select the preferred date. Click the **"up"** arrow to fold the "Workout day".

Then select the "Location" from the schemes.

"Matching partners- Select Location"
This is the "Matching partners" screen that our user selects "Location" and chooses the gyms on campus in the list.

Select the preferred location. Click the **"up"** arrow to fold the "Location".

"Matching partners- Finished"
This is the "Matching partners" screen that our user finishes the filtering. Then our user could select "Start Matching" to find potential partners.

Select **"Start Matching"** to find potential partners.

"Search Result"
This page shows the list that meets our user' requirements. Our user needs to select one partner and navigate to the screen that our users could read the information about the selected partner.

Select **"Kate"** to know more about the partner.

Partners list

Select the **little bubble icon** on the top right corner to see the selected partners list.
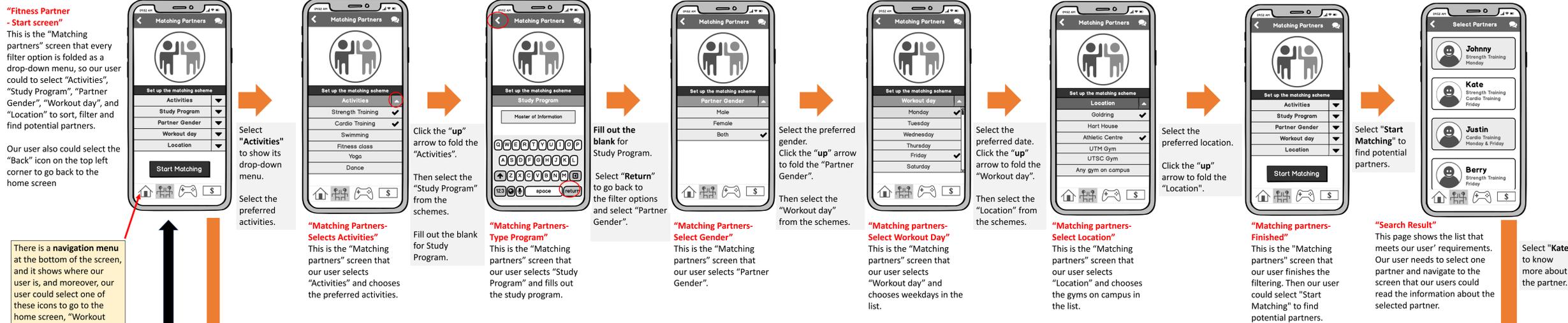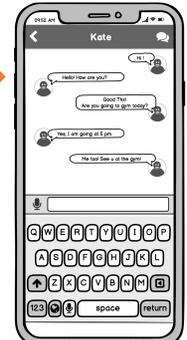
Feature 1: Fitness Partner
is the feature that enables our users to find a partner to exercise together.

"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.

Chatting

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

"Chat with a Partner"
"Start Chat" directs our user to the chatting screen. Our use could send text or voice messages to communicate.

Successful matching

Select **"Start Chat"** to communicate with the partner when the match is successful.
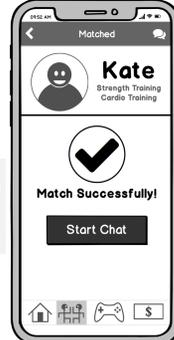
"Match Successfully"
This is the screen that shows the matching is successful, and our user could select "Start Chat" to chat with the partner.

Select Partner

Send the **request** to Kate
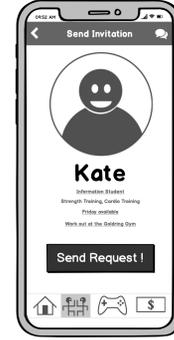
"Partner's Info"
This is the screen that user could read the information about the selected partner and send the matching request, and the matching result will be revealed later.

Home Screen

The little icon on the top right corner is the sign-in function that connects with Utorid.

"Home Screen"
This is the home screen of our mid-fidelity prototype, and it has three features:
1) Fitness Partner
2) Workout Game
3) Your Points

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 screen for work out game. User could start work out games by pressing the "start" button.

Activity screen sit-up selected

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

Click on **"Sit-up"** button to read sit-up instructions.
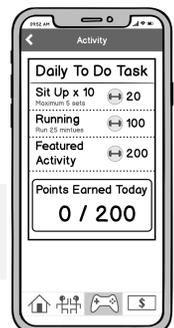
"Daily Tasks"
This screen shows a list of available tasks for today. It shows the tasks on the left with the maximum of sets that offer points. The points earned by each set are shown on the right. On the bottom, the points earned today out of the maximum 200 points are shown.

Instruction

Click on the **"Next"** button to move to the second step of instruction.

"Instruction -First step"
It is the screen that provides instruction that shows how to lie down correctly. Our user could select "Next" for the next step.

Click on the **"Next"** button to move to the third step of instruction.

"Instruction- Second step"
This is the screen that provides instruction that shows how to place the phone.

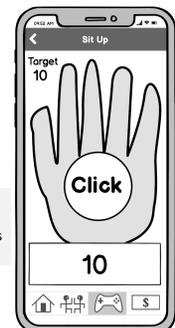Click on the **"Start"** button to start the workout game.

"Instruction- Third step"
It is the instruction that shows how to raise body and touch screen to take count. Our user needs to select "Start" to begin the game.
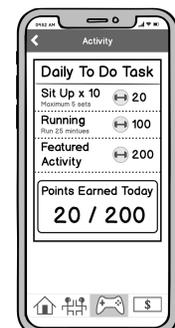
Workout game

Click on the **"Start"** button to start the workout game.
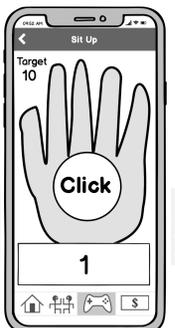
"Start Game- First screen"
It is the screen to take count of the number of the exercise.

Click the button to count the sit-ups

"Click" the button to count the sit-ups

"Start Game- Finish Screen"
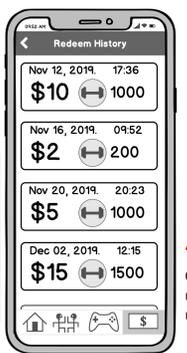This screen shows the user has completed the sit-ups.

Click the button to complete the sit-ups

Activity screen

"Sit-up Completed"
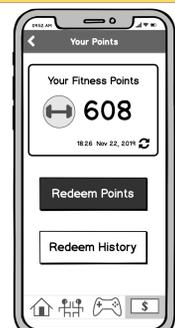This is the screen that shows the points earned by the sit up.

Redeem History

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

"Redeem History"
Our user could select "Redeem History" to navigate to the screen that shows how much money they have redeemed.

Feature 3: Your Points
Our users could earn points and redeem them for food, fitness equipment, and other products.

Fitness Points Balance

"Your Points- Start Screen"
This screen shows the fitness points that our users have earned. Our users could select "Redeem Points" to check the price they could redeem or select "Redeem History" to check how much money they have redeemed.

Our user needs to select "Redeem Points" to check how many points they could redeem

Redeem Points

Our user needs to select "Redeem" to show the QR code for scanning.

"Redeem Points"
This is the screen that user could find out how much money they could redeem with their points.

QR Code Redeem

Scan the QR Code to redeem the points.

"QR code Redeem"
Once our user press "Redeem", the QQ code Redeem will show up, and our user could show this to businesses to scann.

Scan the OR Code to redeem the points.

"Redeem successfully"
It is the screen that shows the QR code is scanned by businesses and the points are redeemed. Our user could "redeem again" or "show balance".

Remaining Balance

Select "Show Balance" to go back to the Fitness Balance Points screen.
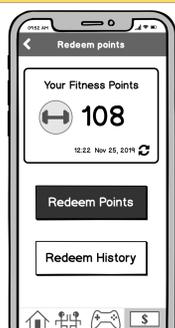
"Remaining Balance"
It is the screen after the user redeemed the points, and the balance is shown on the top.

Summary:

Based on the feedback and comments you received in our lean evaluation, we made some changes and integrated into our medium-fidelity prototype.

For the Home Screen, we added a sign-in function that connects with Utorid.
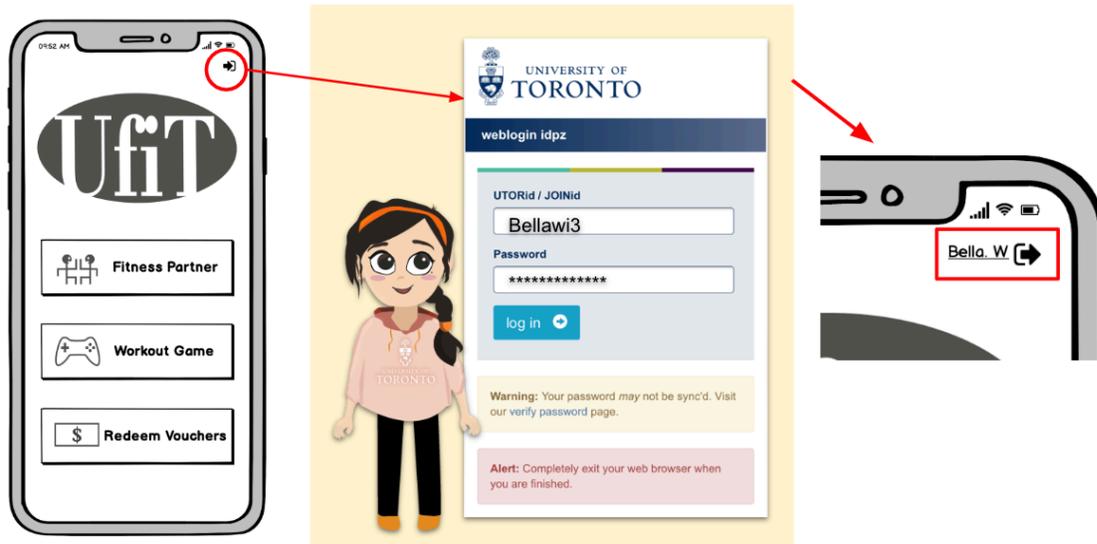

In the "Fitness Partner- Start screen", we included more filter options in the partner matching preference settings, such as "Study Program". "Workout day", and "Location", and the display of these options are changed as a drop-down menu to save space.

In the "Partner's Info" screen, there is more information about the selected partner, such as the partner's program, location, and preferred exercises.
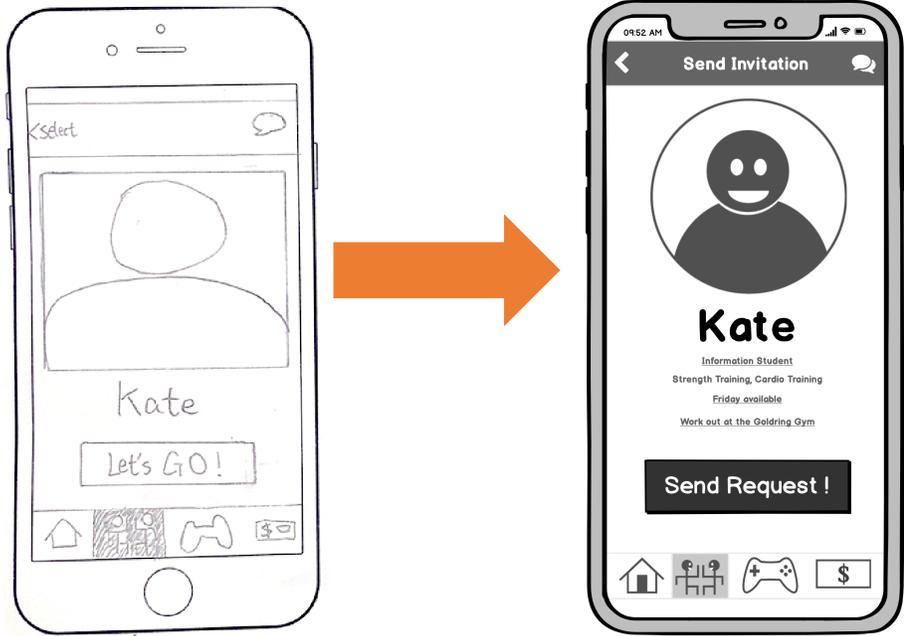

We also removed the "waiting for response" page, because our user would be stuck to this unwanted state if the selected partner does not respond.
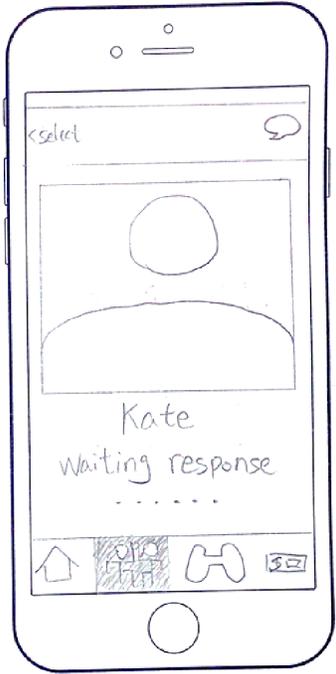
Moreover, the "Redeem Voucher" is renamed as the "Your Points" feature, so our user just directly redeems the fitness points for food, fitness equipment, and other products instead of redeeming vouchers and then purchasing food with vouchers.
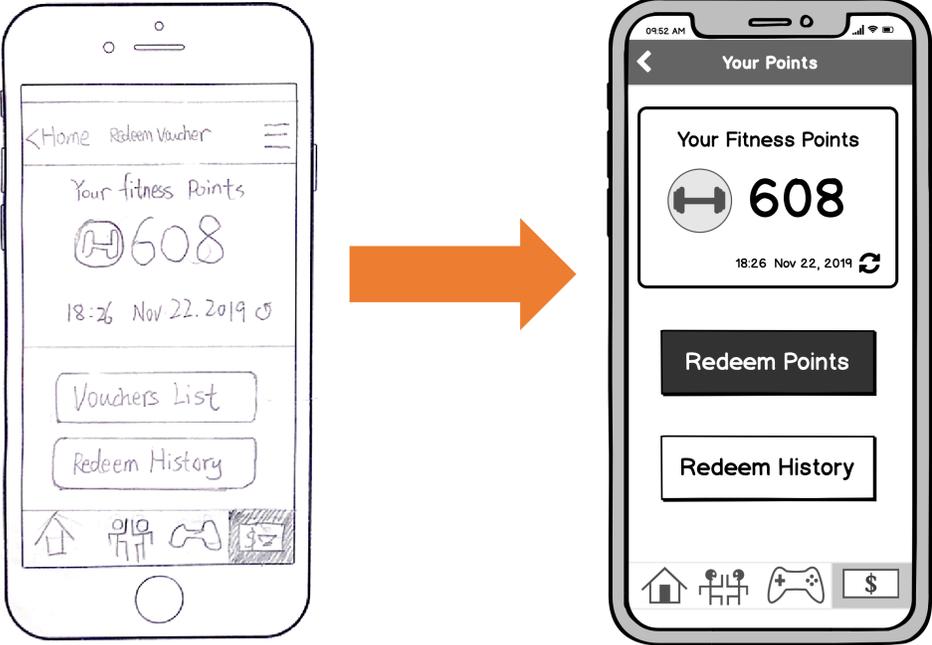
The "modify" option that is used to be in the "Successful matching" screen, is confusing to our user, so we removed it.
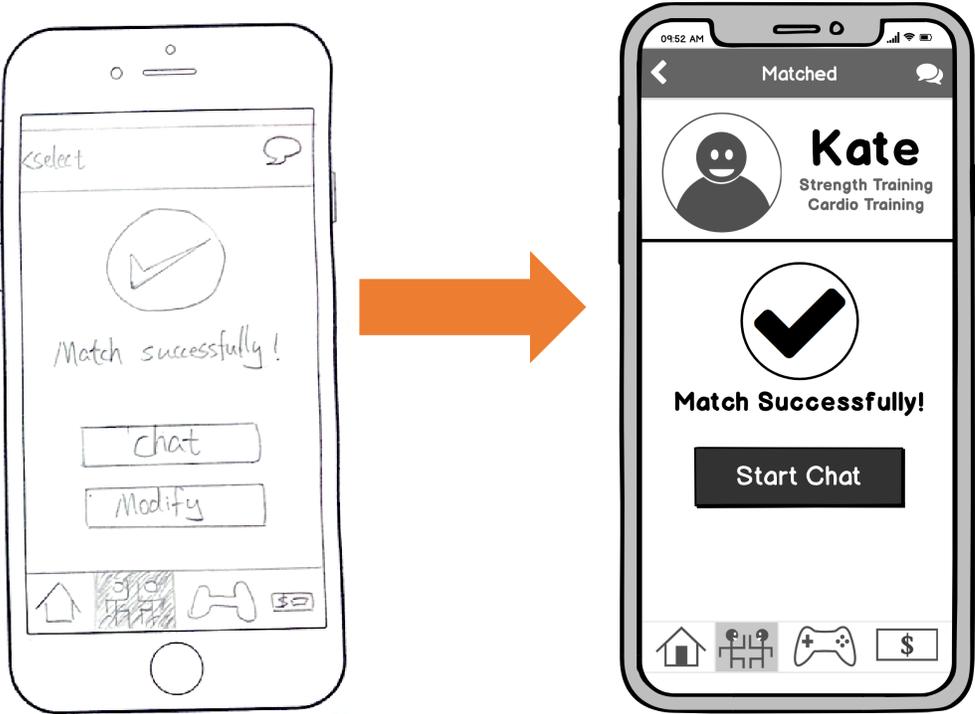
For the user interface, the "match", "matching", "Back", and "Home" buttons on the top-left corners, they are the same function that enables our user to return to the previous screen, and we replaced the text with an arrow icon to show consistency and help users to navigate easily.