



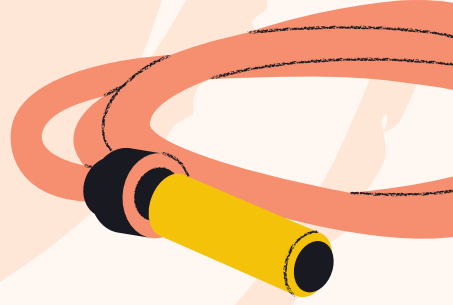
# WORKOUT WARS

Sofija Djukic -UP  
Natasa Miletic- UP  
Davor  
Ariel





# WORKOUT WARS



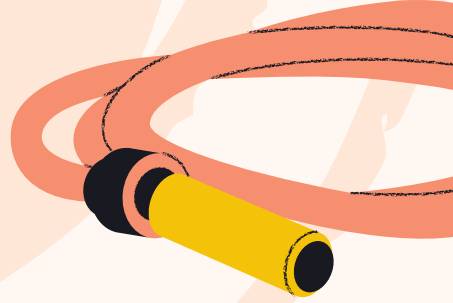
Working out is not necessarily the preferred way of spending our free time for most of us but it's very important for our physical and mental health. Nothing makes a daunting task more manageable than some good old friendly competition!

This app will present you an opportunity to get closer to your friends, get fit for the summer and even earn some extra cash while doing it!





# WORKOUT WARS



## TASKS:

### Easy: Rankings

You will be able to see how your friends are doing and how you stack up against them

### Medium: Create a group

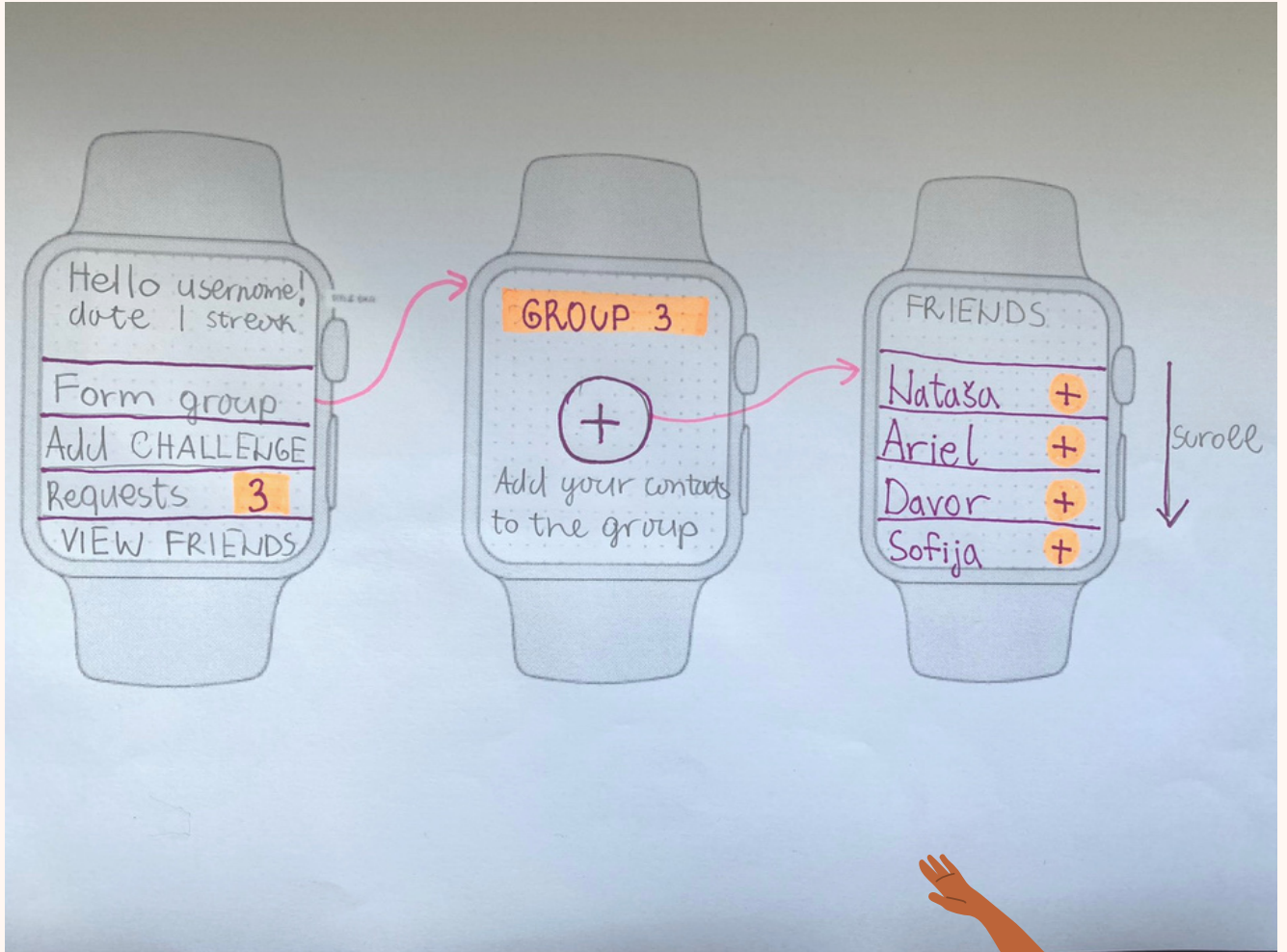
Directly accessing your phone contacts you will be able to get in contact with your friends

### Hard: Create a challenge

Select from a list of exercises to create a workout routine you want to do with your friends, specify the friend group and select the amount to "bet"



# PAPER PROTOTYPE







# PAPER PROTOTYPE TESTING

TARGET GROUP OF PEOPLE: young adults interested in improving their health status

- The team members firstly presented the purpose and vision of the app and then showed participants the main menu and features of the app.
- Presentation of 3 main tasks and their meaning.
- Making notes about participants' success while he/she performs task. Also writing down participants' impressions and critics.
- Asking the participant to rate implementation and practical meaning of task with grade.
- Get a general grade of all tasks and general impression of the participant.



# WORKOUT WARS

We have tested our paper prototype on 3 people ages 16-25 and this is what we've learned:

In general, they have expressed that they like the app and it would be something that they would use. The possibility of monetary gain and loss would definitely play a role in them doing the workouts. Also they like the idea of having to compete with your own friends and not just strangers.





# WORKOUT WARS

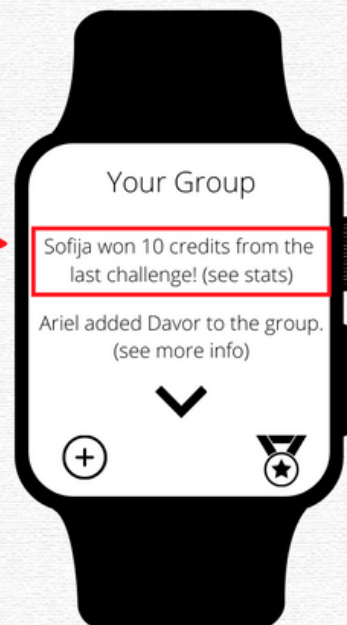
Some features that they didn't like or would like a different implementation of:

- Easier access to your own app credit page
- the option to accept the challenge but not start it instantly
- having the possibility to view members of the group before assigning a challenge to it since the names of the groups are generic



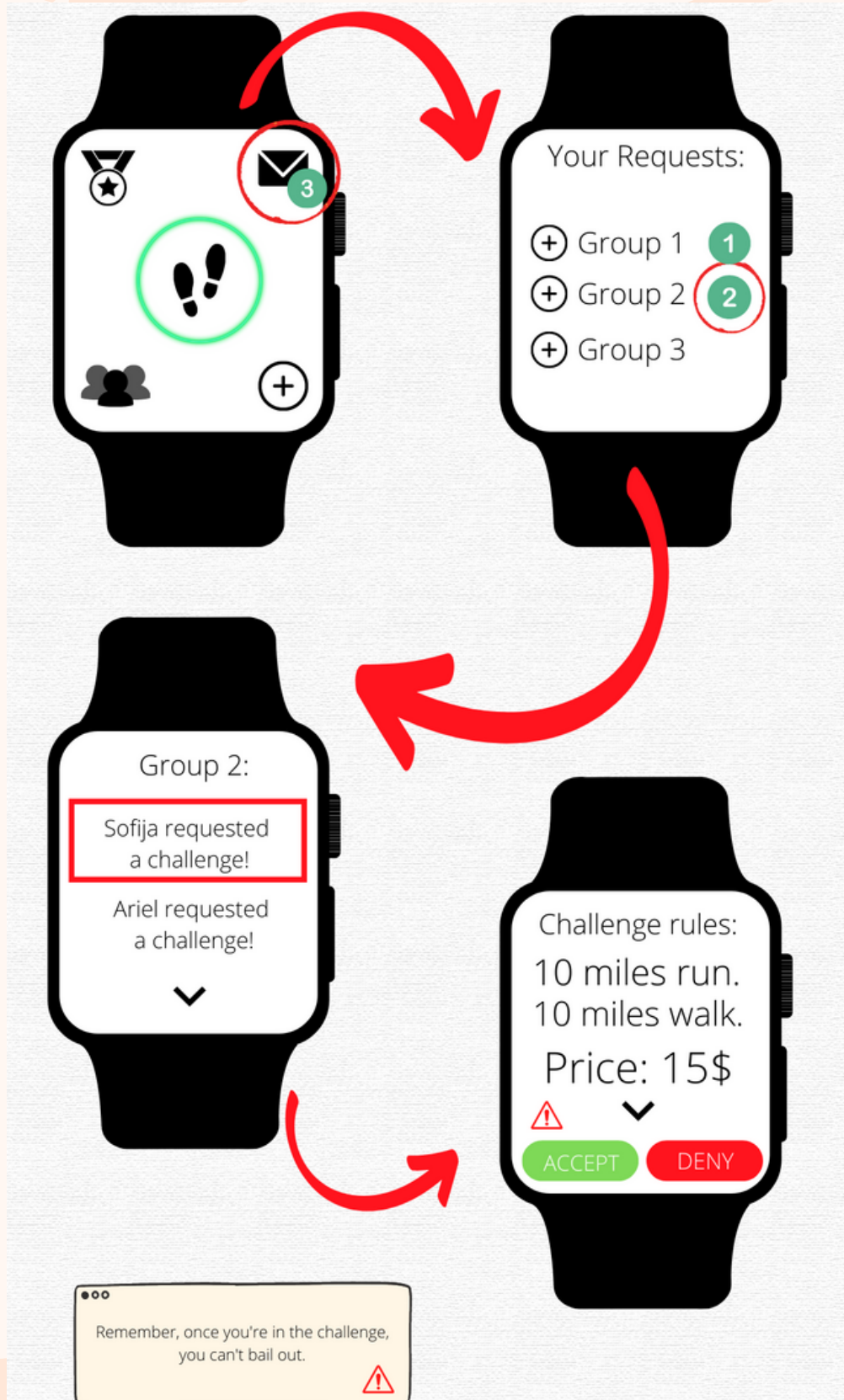
# TASK FLOW

## CREATE GROUP



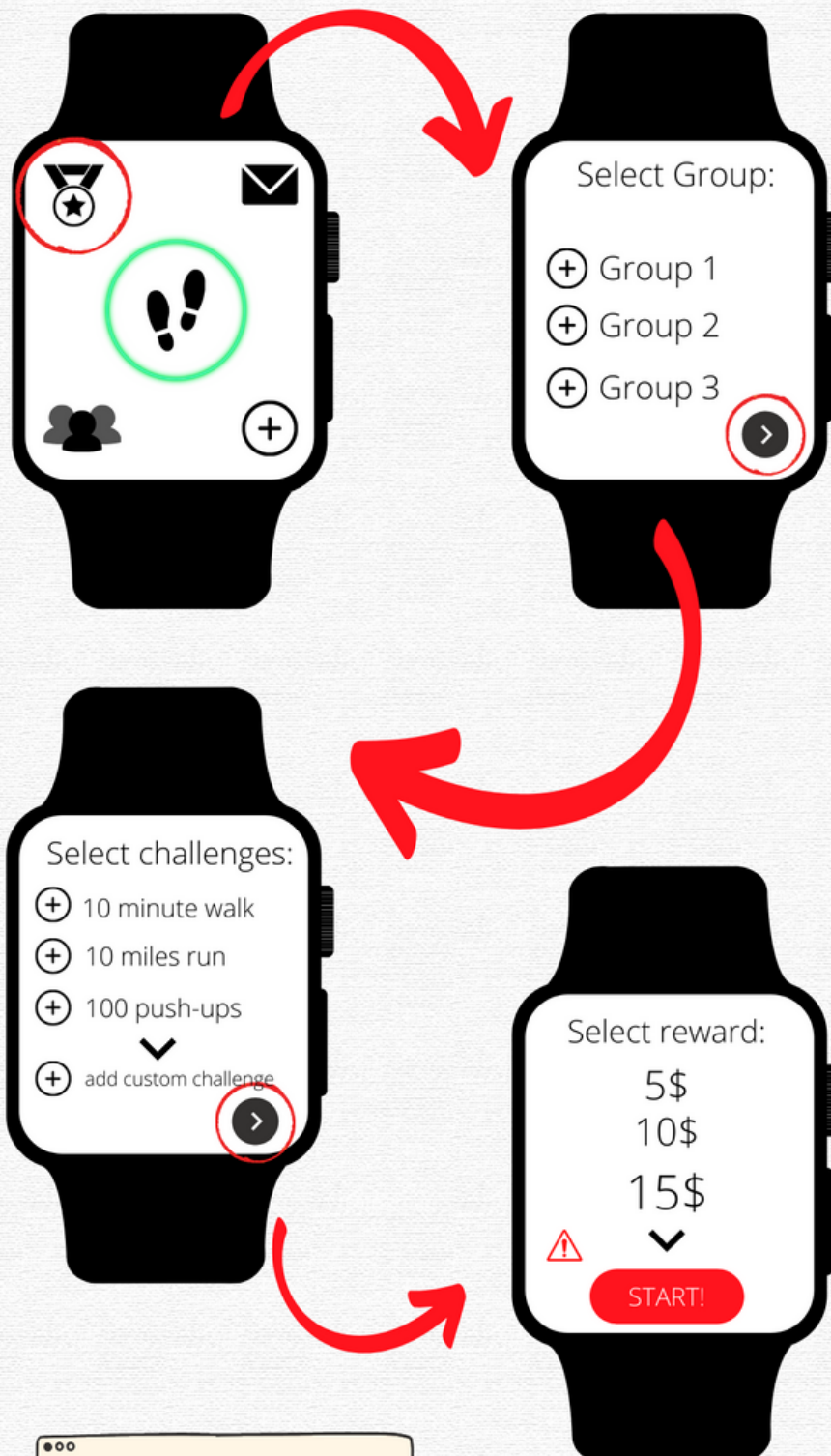
Challenge: 10 miles run  
Start time: 10:00 am  
End time: 12:24 pm  
Participants: Davor, Sofija, Ariel, Natasa  
Winner: Sofija

# TASK FLOW ACCEPT CHALLENGE





# TASK FLOW CREATE CHALLENGE



Remember, once you're in the challenge,  
you can't bail out.





# PROTOTYPE OVERVIEW

- WIZARD OF OZ TECHNIQUES: None
- Hardcoded features:
- credit card/apple pay account connection.
- previous data (group info and activity) is displayed after the user has joined.
- custom tasks that the user needs to input also need to be counted and measured.

