

Garrett William Sippel, Suchita Lulla, Dilara Madinger -> Team Hex Pistols
Milestone 1

Project Description:

Project title

Fantasy Run

Project idea

This is an app that adds fun to running by playing sounds of creatures from famous works such as Lord of the Rings and Harry Potter. The sounds change based either on the speed of the runner (obtained from GPS) or her/his heart rate that is received from a wearable fitness tracking device such as a Fitbit.

Problem space

Colorado is famous for its active culture. All of us enjoy staying active, but sometimes activities like running may seem mundane. When someone runs the same track every day and needs a little more motivation to get out there, music tracks and audiobooks may not be enough to break that routine.

Prior approaches

There are various apps that help with motivation for exercising and tracking results. iSmoothRun allows user to set custom time for an activity, Strava accommodates virtual team formation, MapMyRun provides the mapping for the run, RunKeeper sets music to the tempo of exercise. (Blanchfield) These apps serve utilitarian functions to exercising activities.

There are also apps that provide entertainment for exercising: Zombies Run and Battle Suit Runner provide story-based scenario runs, Burn Your Fat With Me is anime dating simulator coach for exercising, and Superhero Workout combines gaming with exercise. (Marrs) All of these apps seem like a fun way to keep exercising and keeping good attitude about workout routines.

How our app is different

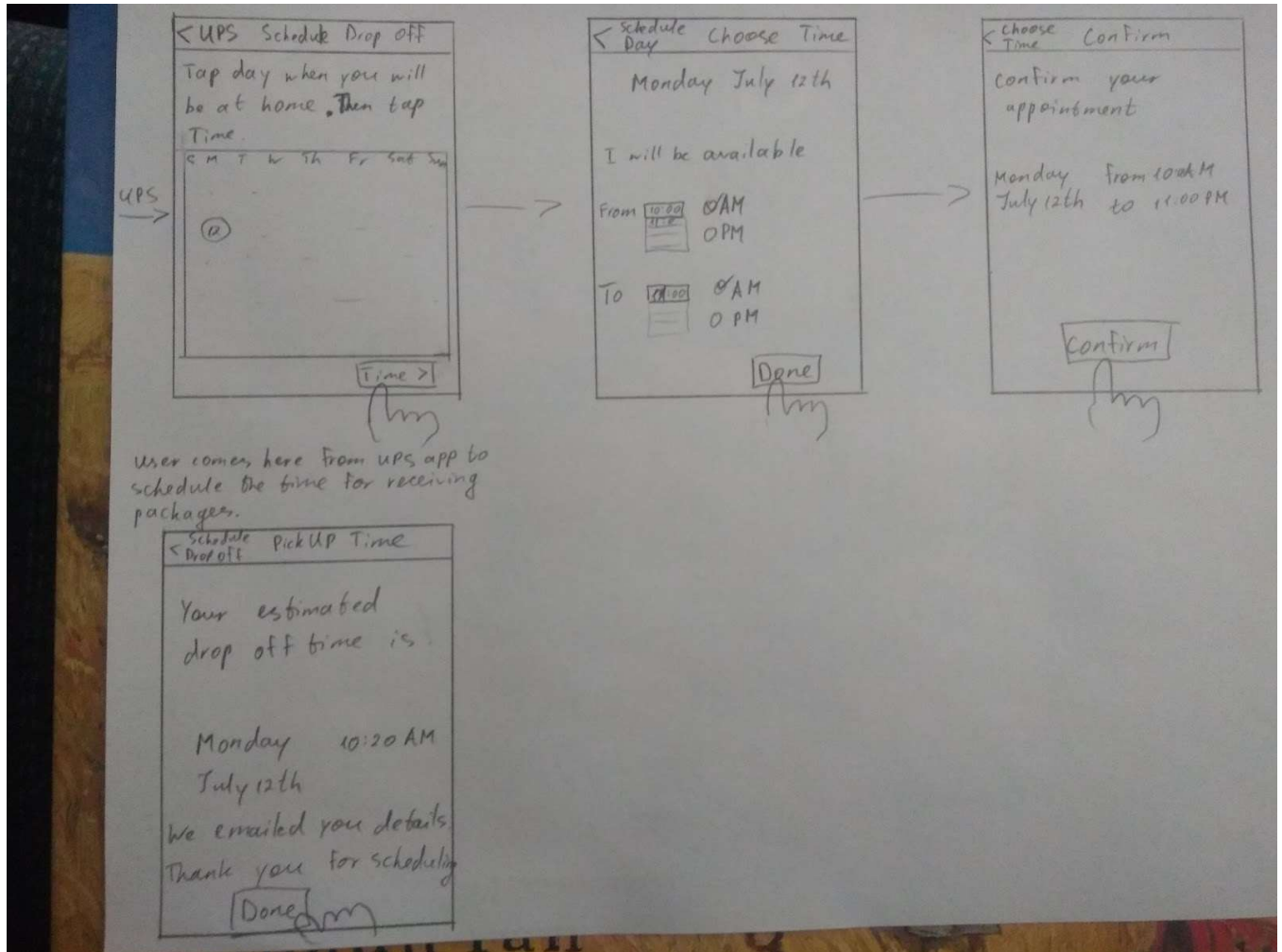
In our app we will combine some of the features of workout tracking apps with the fun scenario like in the apps described by Marrs. If user chooses to use their wearable device for tracking pulse, that will be incorporated into tracking the optimal zone for the heart rate during the run. If user prefers to run in a flat area, such as track, and just wants distance setting, this will be set as default. Such options are not available in many other apps, especially entertainment apps.

We noticed that entertainment apps are geared towards male themes. Our app is suitable for a general audience.

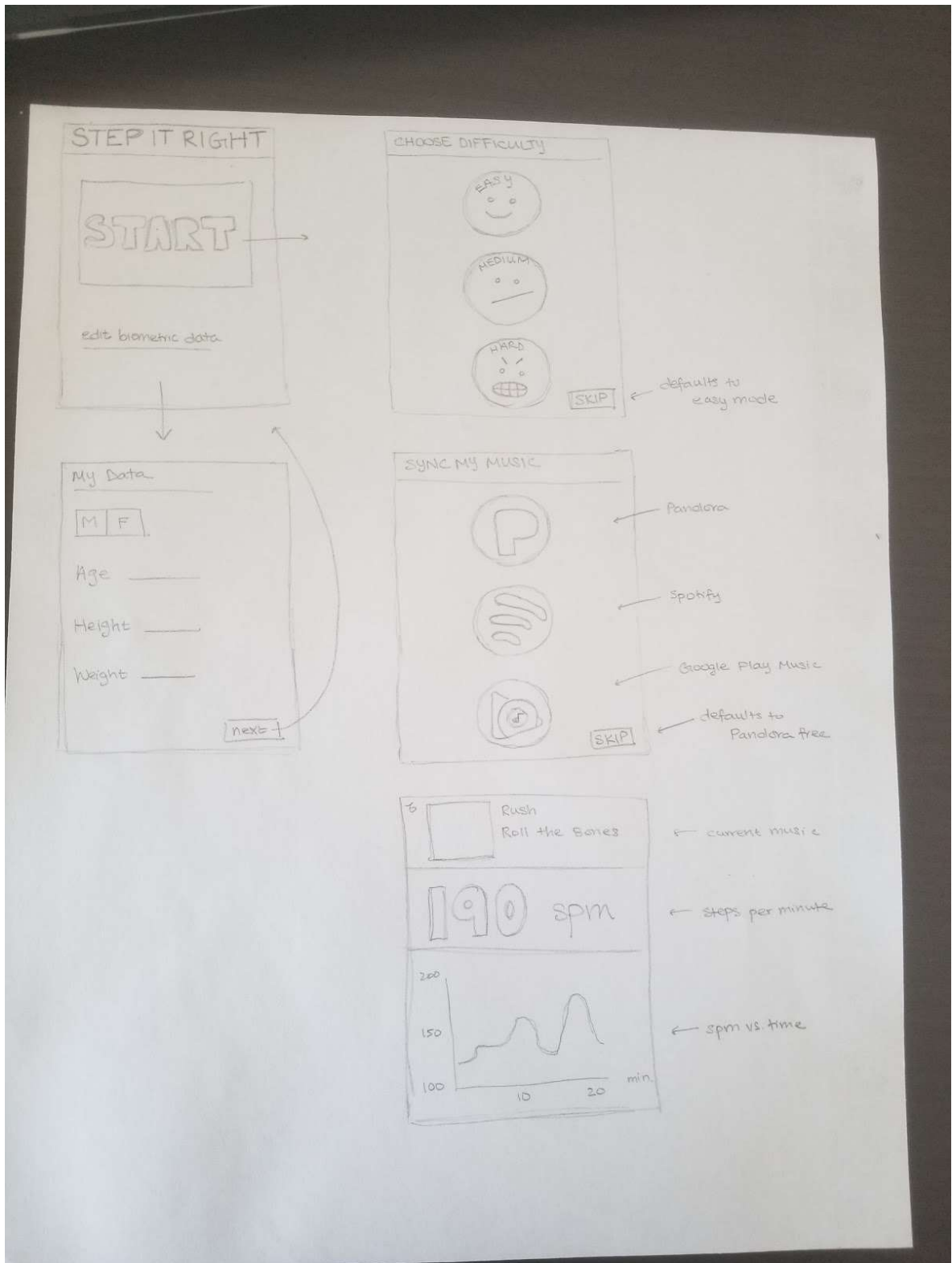
Sketches:

3 different ideas with corresponding sketches

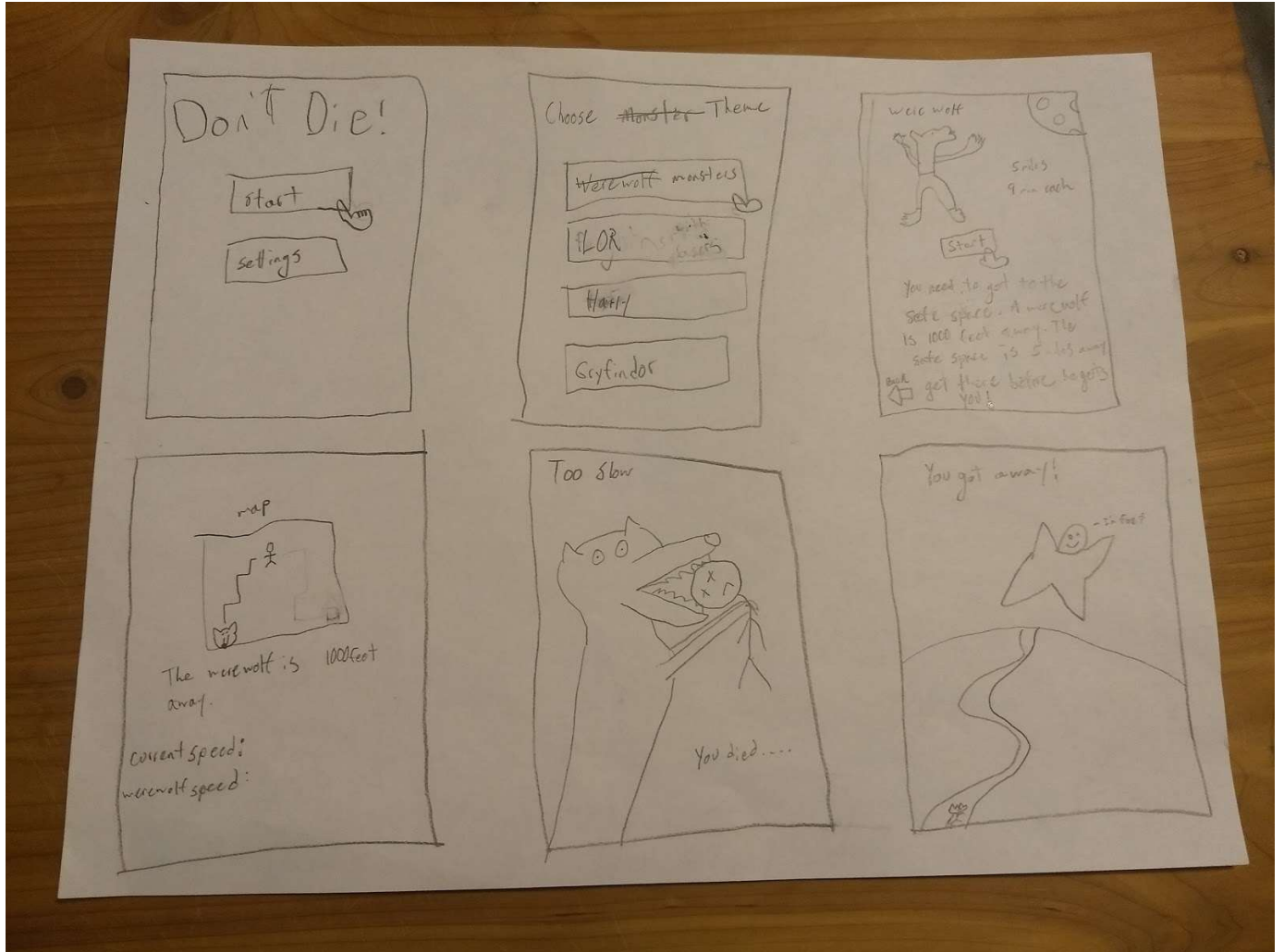
1) Schedule Pick Up App



2) Step It Right App



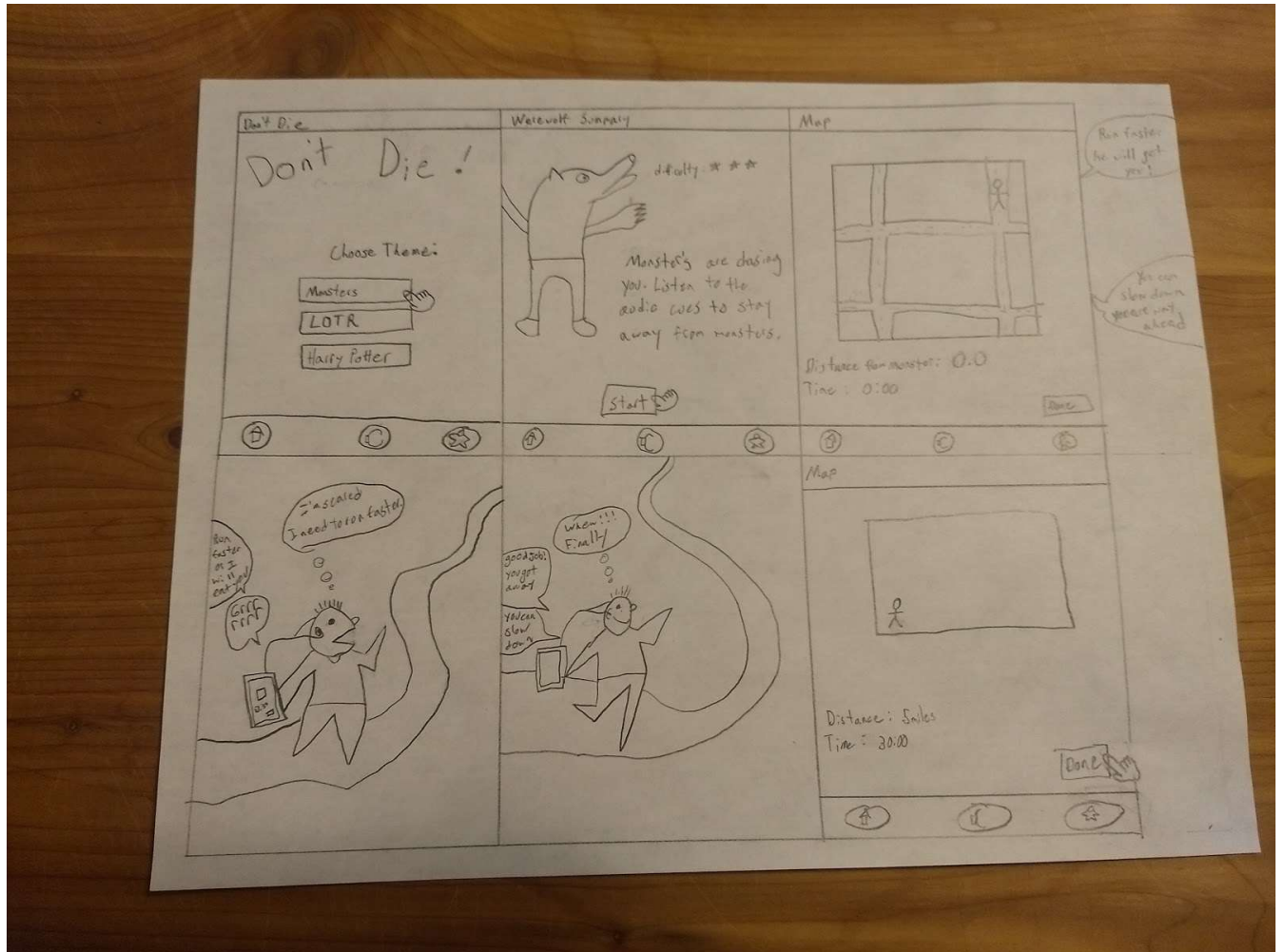
3) Werewolf Running App



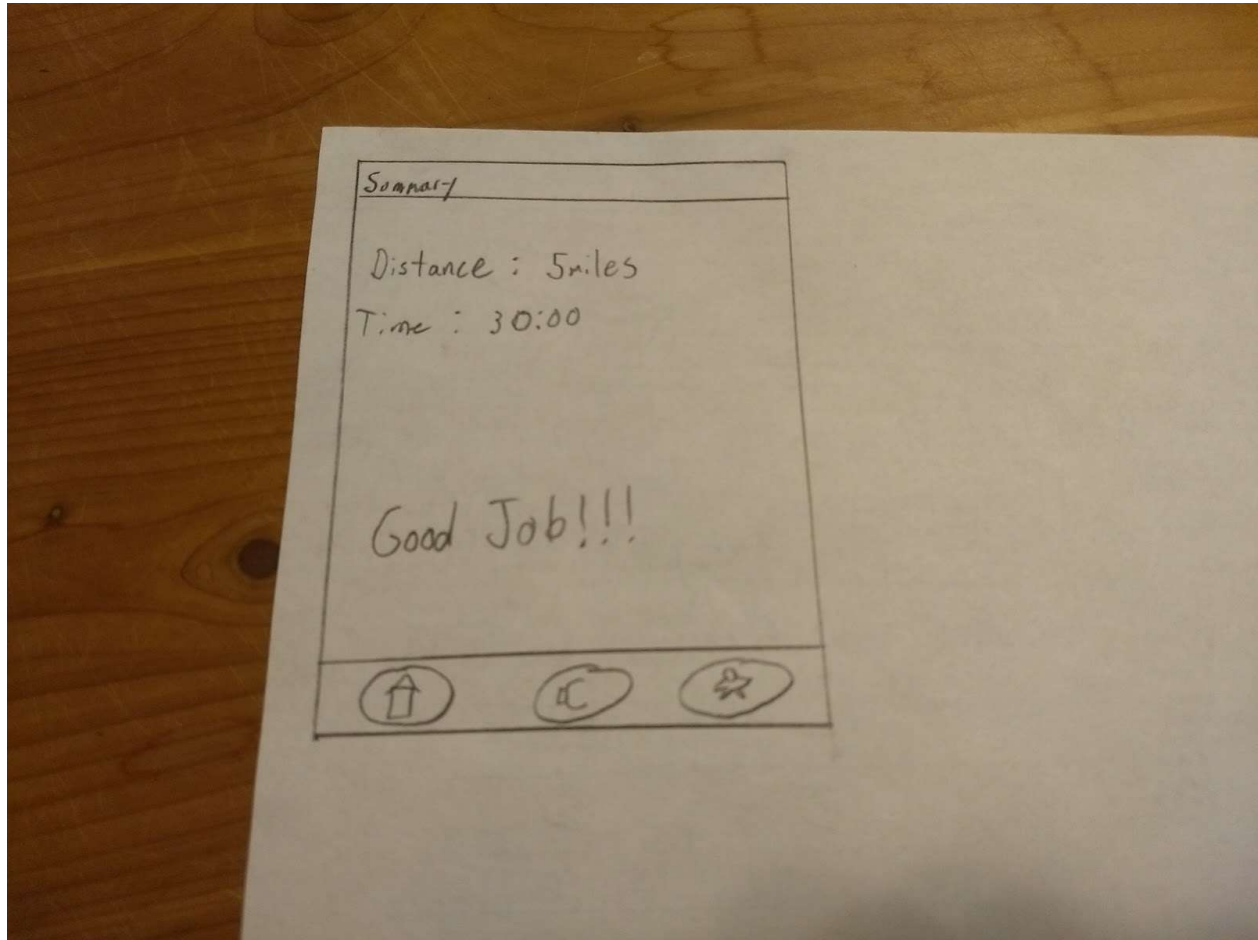
Our choice

We chose the third option Werewolf Running App, because we thought that it is the most fun and realistic to be accomplished within the 5-week semester time frame.

Storyboard:
Part 1:



Part 2:



Individual contributions:

All participated in brainstorming ideas, choosing one option, discussing and modifying sketches, storyboard creation and refining, other app research, project description.

- Garrett William Sippel: drew initial version of Werewolf Running app, drew storyboard.
- Suchita Lulla: drew initial version of Step It Right app.
- Dilara Madinger: drew initial version of Schedule Pick Up app.

Resources:

Blanchfield, Theodora. 8 Running Apps for Marathoners, Skeptics and Everyone in Between. Daily Burn. Sept. 15, 2015. <https://dailyburn.com/life/tech/best-running-apps-every-runner/>

Marrs, Megan. 6 Fitness Apps That Make Working Out Too Fun To Skip. Lifehack. <https://www.lifehack.org/articles/lifestyle/6-fitness-apps-that-make-working-out-too-fun-skip.html>