

Reading Guide - Climb Training

Semester: Spring 2023

1. Introduction

This document aims to provide an insight into the process structure of the “Climb Training” app, a project aimed at developing technological aids and products for the growing sports of climbing and bouldering in the Netherlands. The aim of this project is to design and implement an interactive finger strength training app, using a phone app, large screen, and a hanging board, that will keep the users entertained. It seeks to provide innovative solutions that enhance the training experience for climbers of all levels, from beginners to advanced athletes.

2. Overview of the Project

The Climb Training project involves extensive research, analysis, and testing to develop new prototypes that meet the needs of indoor gym climbers. During the project user interviews were conducted, competitive analyses, sprint activities to test prototypes and gather feedback from users and brainstorming sessions to gather insights and ideas for product development.

2.1 Project Background

In recent years, climbing and bouldering have become increasingly popular in the Netherlands, particularly among students. However, as more people join this sport, there is a growing need for technological aids that can help climbers improve their skills and performance. The Climb Training project aims to address this need by developing innovative products that enhance the training experience for climbers at all levels.

2.2 Project Team

The *project team* comprises six members:

- Mirela Gherlan
- Nazar Bachynskyy
- Stan Danev
- Shengahng Zhu
- Raf Schapendonk
- Dimitri van Iersel

3. Project Timeline & Sprints

3.1 Sprint 0: [February 6 - February 17]

Achievements:

- Familiarisation with the project
- Project Plan Document [ClimbTraining](#) ([@Danev,Stan S.V.](#) [@Bachynskyy,Nazar N.S.](#) [@Mirela-Cristiana Gherlan](#) [@Raf Schapendonk](#) [@ShengHangZhu](#) [@de echte dimitri](#))

Challenges Faced:

- It was difficult for the team to understand the goal of the project.

3.2 Sprint 1: [February 28 - March 13]

Achievements:

- Competitive analysis @de echte dimitri
- Brainstorming New Prototype @Mirela-Cristiana Gherlan @Raf Schapendonk @Danev,Stan S.V. @de echte dimitri
- Back-end Solution Research @ShengHangZhu @Bachynskyy,Nazar N.S.
- Analysis of Previous Group's Prototype @Mirela-Cristiana Gherlan @Danev,Stan S.V. @Raf Schapendonk
- User Stories (Based on Brainstorming New Prototype) @Mirela-Cristiana Gherlan @Danev,Stan S.V.

Challenges Faced:

- The competitive analysis took longer than expected.
- Ryan's position in the project was not clear. This created confusion for us.
- The vision of the project was ambiguous

3.3 Sprint 2: [March 14 - March 28]

Achievements:

- Front-end Framework Decision @Bachynskyy,Nazar N.S.
- Community Research @ShengHangZhu
- New Prototype V1.0 - Brainstroming session [ClimbTraning](#) (@Danev,Stan S.V. @Bachynskyy,Nazar N.S. @Mirela-Cristiana Gherlan @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- Competitive Analysis @de echte dimitri
- Define Target Audience - Survey Results @de echte dimitri
- Started the Style Guide/branding @de echte dimitri @Mirela-Cristiana Gherlan @Danev,Stan S.V.
- SupaBase Connection Proof Of Concept @ShengHangZhu @Bachynskyy,Nazar N.S.
- First Version Of The Prototype @Mirela-Cristiana Gherlan @Danev,Stan S.V. @Raf Schapendonk
- Started development of the Mobile Application @Bachynskyy,Nazar N.S. @de echte dimitri
- User Test Interview Plan V1.0 @Raf Schapendonk

Challenges Faced:

- It was difficult to understand the target audience and their needs.
- Competitive analysis took longer than expected.
- The survey provided non-relevant information, as the responders did not take it seriously.

3.4 Sprint 3: [March 29 - April 13]

Achievements:

- In-depth Analysis of Grippy @de echte dimitri
- Interview Results 1, 2, 3 @Bachynskyy,Nazar N.S. @Raf Schapendonk
- Prototype V2.0 - Brainstorm session @Danev,Stan S.V. @Mirela-Cristiana Gherlan
- Target Audience - Final @Raf Schapendonk

Challenges Faced:

- Because our target audience was not clearly defined, we had misunderstandings with the Client.
- We got feedback that the screen and the board have to be implemented in our system.

3.5 Sprint 4: [April 14 - April 24]

Achievements:

- The second version of the prototype @Danev,Stan S.V. @Mirela-Cristiana Gherlan @Raf Schapendonk
- Worked on the Bluetooth connection @Bachynskyy,Nazar N.S. @ShengHangZhu
- Personal Training Story Structure Brainstorm @Danev,Stan S.V. @Mirela-Cristiana Gherlan
- Deployment of the app @ShengHangZhu @Mirela-Cristiana Gherlan @Raf Schapendonk @Danev,Stan S.V.
- Real-time connection test of the system @Bachynskyy,Nazar N.S. @ShengHangZhu

Challenges Faced:

- Bluetooth connection was not stable, as it was "hacked". That's why we could not show properly how the system works.
- The storytelling aspect was difficult to tackle, as in each iteration there was a different view and we could not clearly define the most suitable option. We overcomplicated the concepts and worked from complicated to simple, rather than simple to complicated.
- Because the code for the hanging board was not in collaboration with Beastmaker and the connection was not production-ready, we had to use Firebase App Distribution to test the application on Android devices.

3.6 Sprint 5: [May 10 - May 18]

Achievements:

- Scrum Poker Workshop [ClimbTraning](#) (@Mirela-Cristiana Gherlan @Bachynskyy,Nazar N.S. @Danev,Stan S.V. @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- Prototype V3.0 @de echte dimitri
- Finalised Branding Guide @de echte dimitri
- Material pictures @Raf Schapendonk @de echte dimitri
- Action Plan Sprint 5 [ClimbTraning](#) (@Mirela-Cristiana Gherlan @Bachynskyy,Nazar N.S. @Danev,Stan S.V. @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- Sprint Planning Suggestion @Danev,Stan S.V.
- Persona - Alex @ShengHangZhu

Challenges Faced:

- Our approach was task-based Waterfall, instead of user-focused Scrum, so we got feedback that if we focus more on the user, then we will have a defined goal for the sprint.

3.7 Sprint 6: [May 25 - June 2]

Achievements:

- Retrospective: CT Sprint 6 [ClimbTraning](#) (@Mirela-Cristiana Gherlan @Bachynskyy,Nazar N.S. @Danev,Stan S.V. @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- Test Plan Sprint 6 @Raf Schapendonk
- Storytelling Sprint 6 [ClimbTraning](#) (@Danev,Stan S.V. @Bachynskyy,Nazar N.S. @Mirela-Cristiana Gherlan @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- Testing Concept 1, 2, 3 using chatGPT [ClimbTraning](#) (@Mirela-Cristiana Gherlan @Bachynskyy,Nazar N.S. @Danev,Stan S.V. @Raf Schapendonk @ShengHangZhu @de echte dimitri)
- User Testing - Concept 1, 2, 3 @Raf Schapendonk @de echte dimitri
- Final Concept [ClimbTraning](#) (@Mirela-Cristiana Gherlan @Bachynskyy,Nazar N.S. @Danev,Stan S.V. @Raf Schapendonk @ShengHangZhu @de echte dimitri)

3.8 Sprint 7: [June 3 - June 17]

Achievements:

- Transfer Document - @Danev,Stan S.V. @Mirela-Cristiana Gherlan

- Recommendations Document [ClimbTraining](#) ([@Mirela-Cristiana Gherlan](#) [@Bachynskyy,Nazar N.S.](#) [@Danev,Stan S.V.](#) [@Raf Schapendonk](#) [@ShengHangZhu](#) [@de echte dimitri](#))
- Read.me files [@ShengHangZhu](#)
- Final Concept Prototype [@Raf Schapendonk](#) [@Bachynskyy,Nazar N.S.](#)
- Final Presentation [@Bachynskyy,Nazar N.S.](#)

Challenges Faced:

- The final deadline was changed, which resulted in switching the focus from a small iteration in development and design, to finalising documentation and a new Prototype of the final Concept.

6. Conclusions

Even though we initially struggled as a group when starting the project, we eventually regained control. We made significant progress by becoming experts in the target audience and the world of bouldering. As a result, we successfully developed a concept/prototype of a system designed to motivate and train beginner handboarders, enabling them to improve their skills in their preferred sport.