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Executive Summary

BUSINESS CASE

COMPANY

Fashion Fitness X (F2X) is a digital fitness regimen and lifestyle brand aimed at helping established and aspiring models reach their goals in the fashion industry.

F2X will leverage the high production value of their videos and the professional model fitness trainers to distinguish their offering within the market of online fitness programs. The trainers will be seen wearing top fashion and athletic brands, as well as F2X-branded collaborations with fitness gear and apparel makers.



Design Decisions / Homepage

BUSINESS CASE

KEY DESIGN DECISIONS

The homepage must balance multiple goals. In addition to being an expression of the F2X brand, it must also guide users through the sales funnel and contain all necessary information to ensure search engine optimization (SEO) for natural, not paid-for, search ranking.

Above the fold on the homepage, there will be a full-page video. The video will animate only slightly unless fully evoked via the play button. Persistent on the homepage will be a call to action (CTA). The CTA will remain present even when the video is fully-invoked to encourage users to build a workout.

Below the fold will be additional information about the product, arranged in a sequence that guides the user through the value proposition. The product details are important to include, not only for SEO, but also for justifying the cost presented at the bottom of the page (\$2.99 per individual workout or subscribe for \$12.99/month).



Design Decisions / Personal Goal Pages

BUSINESS CASE

KEY DESIGN DECISIONS: PERSONAL GOALS PAGES

The Personal Goals pages of the F2X website will provide the user with a means of scheduling and tracking their progress towards meeting their fitness goals. The primary metric by which this progress will be measured is the number of calories burned. The "calories burned" metric is relatable to the user and does not require gathering an excessive number of body measurements from the user.

FUNCTIONALITY

To set a Personal Goal, the user will be required to provide:

- 1. Their target weight
- 2. The number of workouts they wish to do per week
- 3. A target date

With the assumption that 1 pound of fat is approximately equal to 3,500 calories, a simple calculation returns the required number of calories to be burned daily in order to achieve the user's goal. Based on this, an individualized workout schedule is also generated.

The user can use this information to build workouts that meet or exceed their daily goal of calories burned. The number of calories burned will be calculated at the Exercise (UC) level. Each UC will be assigned a MET (metabolic equivalent of task) value based on its intensity level. This value can be determined by referencing resources such as the Compendium of Physical Activities. The MET value, along with activity duration and the user's Base Metabolic Rate, which can be calculated from age, gender, height, and weight, will render an individualized estimate for number of calories burned.

DISCLAIMERS

The number of calories burned will be calculated for the individual user based on the biometric data they provide. A weight-loss disclaimer will be clearly presented that states the following: "Burning 3,500 calories is equal to 1 lb of fat, however individual results may vary due to changes in your caloric intake or due to muscle gain from exercising."

Based on the user's starting biometric data, F2X will process the user's stated weight-loss goal to identify 3 different scenarios:

- 1. Reasonable: >17 BMI
 User has proposed a weight-loss goal that (if completed) would still place the user at a 17 or higher BMI. No advisory message is presented to the user and they are able to proceed with setting their goal.
- 2. Reasonable with Warning: 16 BMI User has proposed a weight-loss goal that would place them at an Underweight BMI. The user is able to set the goal but is presented with the following message: "The weight you entered is lower than the recommended BMI."
- 3. Unacceptable: <16 BMI
 User has proposed a weight-loss goal that would place them below a 16 BMI. The
 user is unable to set their goal and is presented with the following message: "The
 weight you entered is considered dangerously underweight."



Brand Tone

BUSINESS CASE

PERSONAS USED TO INFORM TONE



TAYLOR SWIFT

27 YEARS OLD

SINGER / SONGWRITER LIVES IN NEW YORK, NY

"For me, running is about blasting a whole bunch of new songs and running to the beat. It's also good because it make me find a gym wherever I am."

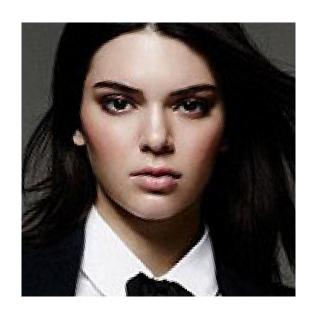


GIGI HADID

21 YEARS OLD

MODEL LIVES IN NEW YORK, NY

"My biggest thing is just **eat healthy and** work out."



KENDALL JENNER

21 YEARS OLD

TELEVISION PERSONALITY / MODEL LIVES IN LOS ANGELES, CA

"My abs are my favorite thing to work out. I love it when my trainer, Gunnar Peterson, kills my abs."



Brand Tone

BUSINESS CASE

WRITTEN MESSAGING USED TO INFORM TONE



BRAND TONE

Sexy, not lewd. Confident. Sassy.

SAMPLE COPY

Examples of copy relating to the perfume Wonderstruck, a scent by Taylor Swift.

No: Wonderstruck will take you on an enchanting journey; Lily of the Valley and lush Gardenia build for a fragrance as magical and elegant as its inspiration.

This copy is problematic because the writing style is long-winded and does not offer a relatable description of the fragrance.

No: Wonderstruck is for when you're out with the ladies. This man-killer love potion is locked up in an attractive bottle adorned with crystals.

This copy is overly conversational and uses a tone only appropriate for a narrow market.

✓ Yes: Wonderstruck is about that moment when you instantly feel a connection to someone.

This copy is successfully in that it inspires an emotional response.

SAMPLE F2X COPY

The Place for Fashion/Fitness Get a runway ready physique and achieve your personal fitness goals.



Brand Tone

BUSINESS CASE

GLOSSARY

Exercise: The user-facing term for a UC, which is understood as a 5-10 minute stand-alone segment of video, able to be viewed individually or combined with other Exercises to create a 30-40 minute Workout.

Workout: A 30-40 minute video composed of no more than 6 Exercises. Can be purchased by non-Platinum Members for \$2.99/each, allowing the user to view (but not edit) the Workout an unlimited number of times.

Workout Tray: A multi-slot container where a user may drag Exercises to create a custom Workout.

Create a Workout: The act of using the Workout Tray to compile a maximum of 6 Exercises to make a custom Workout.

Break Time Content: a segment of video restricted to Platinum Members that is placed at points within a Workout offering beauty, health, and lifestyle tips.

Member: a registered user of the F2X website.

Platinum Member: a registered user of the F2X website that is subscribed for \$12.99/month and able to create and view an unlimited number of Workouts.

Join: the action of registering to be a user of the F2X website.

Sign In/Out: the action taken by a registered user of the F2X website when they want to access their saved Workouts.

Account: a portion of the website where a Member is able to update their bio, sign in information, and payment settings.

My Goals: a portion of the website restricted to Platinum Members where a user may set a wight-loss goal. Only one goal may be set at any given time.

USAGE OF THE WORD 'EXERCISE'

When the user navigates to the Workout Builder of the F2X website or iOS app, they are presented with the following instructional text, which establishes a vocabulary for the F2X product: "Tap the Plus Sign or Drag Exercises to Create a Workout."

The Exercises that the user drags to the Workout Builder are, in fact, groupings of Exercise Segments. The working title of the of these groups of Exercise Segments was 'UC'. In order to provide a relatable consumer language, the UCs are referred to as Exercises; each consisting of a 5-10 minute video that may contain any number of individual Exercise Segments. The diagram below illustrates this concept.

Exercise Exercise Exercise Exercise Exercise Exercise Exercise Exercise Exercise



Typography

VISUAL DESIGN

MONTSERRAT EXTRALIGHT

This thin, elegant font should be used for numbers and subtitles.

Aa

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z (...;\$&@%*#!) 1234567890

Example:

\$12.99/mo

MONTSERRAT LIGHT

This font is to be used instead of Montserrat Regular for body text. Regular, in this typeface, is too bold.

Aa

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z (...;\$&@%*#!) 1234567890

Example:

The Montserrat type family is the primary brand font of F2X.

MONTSERRAT MEDIUM

This font should only be used for bold titles, headings, and taglines, as it carries a lot of visual weight.

Aa

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z (...;\$&@%*#!) 1234567890

Example:

EMPHATIC TITLE



Colors **VISUAL DESIGN**

PRIMARY COLORS



White

0% PANTONE Process Black CO MO YO KO R**255** G**255** B**255** HEX #FFFFFF



Black

PANTONE Neutral Black C C72 M66 Y64 K72 R**34** G**34** B**34** HEX #222222

ACCENT COLORS





PANTONE Cool Gray 11C PANTONE Cool Gray 3C C66 M59 Y57 K39 R**74** G**74** B**74** HEX #4A4A4A



Medium Gray

C21 M17 Y17 K0 R**200** G**200** B**200** HEX #C8C8C8



Burgundy

PANTONE 1815 C C28 M100 Y97 K34 R133 G21 B26 HEX #85151A

ALERT COLORS



Light Red

PANTONE 185 C CO M99 Y97 KO R**250** G**13** B**27** HEX #FA0D1B



Dark Purple

PANTONE 2745 C C95 M100 Y13 K12 R**43** G**10** B**113** HEX #2B0A71



Medium Purple

PANTONE 667 C C52 M55 Y20 K1 R125 G108 B146 HEX #7D6C92



Medium Brown

PANTONE Warm Gray 9C C39 M43 Y50 K6 R145 G124 B110 HEX #917C6E



Graphic Elements

VISUAL DESIGN



FASHION/ FITNESS

F2X LOGO TEXT APPEARS ON HOVER OVER IN PLACE OF THE LOGO IN THE HEADER



Exercise Name
Lead Trainer | 05:49 | 120 cal

THIS IS HOW EXERCISES LOOK



Exercise Name
Lead Trainer | 05:49 | 120 cal

EXERCISES W/ AFFORDANCES



THIS IS HOW THE WORKOUT TRAY LOOKS





Montserrat
IS THE MAIN FONT

Montserrat
IS THE ACCENT FONT

BUTTON STYLES



ACTIVE

EDIT ACTIVE

FFFFFF +

414141

ACTIVE 2B0A71

SELECT

SELECT

ACTIVE ACTIVE FA0D1B 85151A

JOIN

ACTIVE FA0D1B

GET STARTED

GET

STARTED

SELECT

HOVER 4A4A4A EDIT

HOVER HOVER 4A4A4A 1B0648

SELECT

HOVER HOVER 85151A 400A0C

JOIN

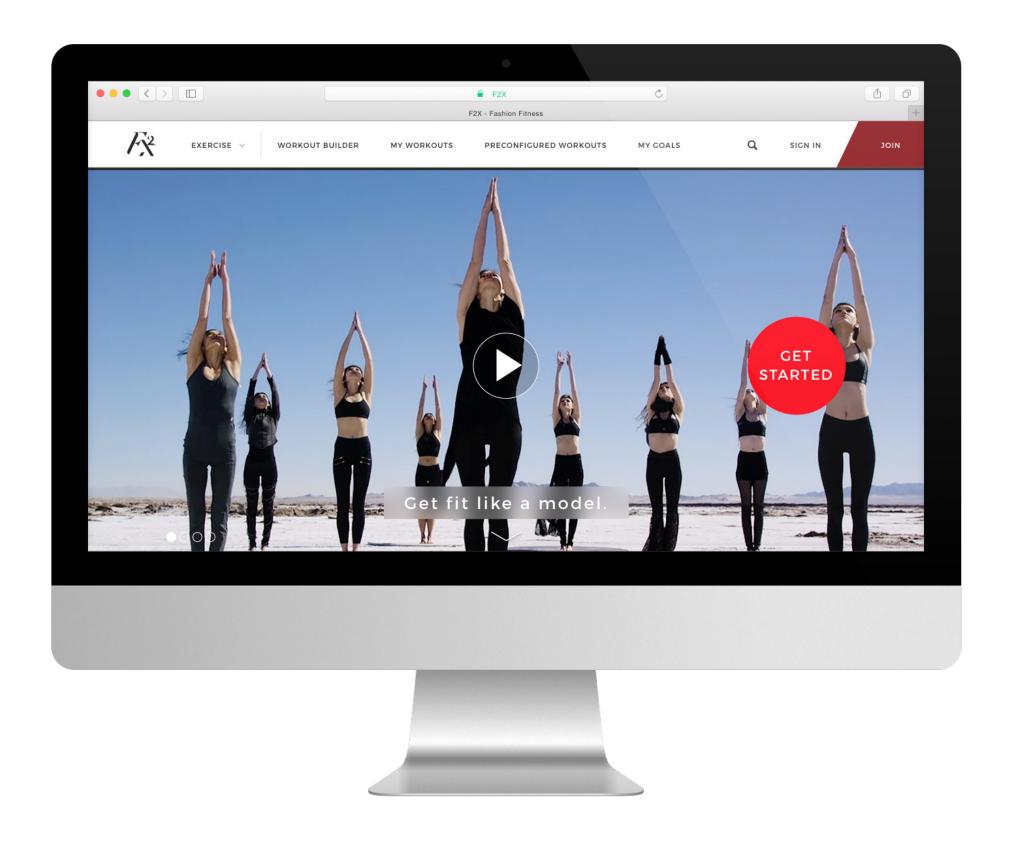
HOVER 85151A

SELECT

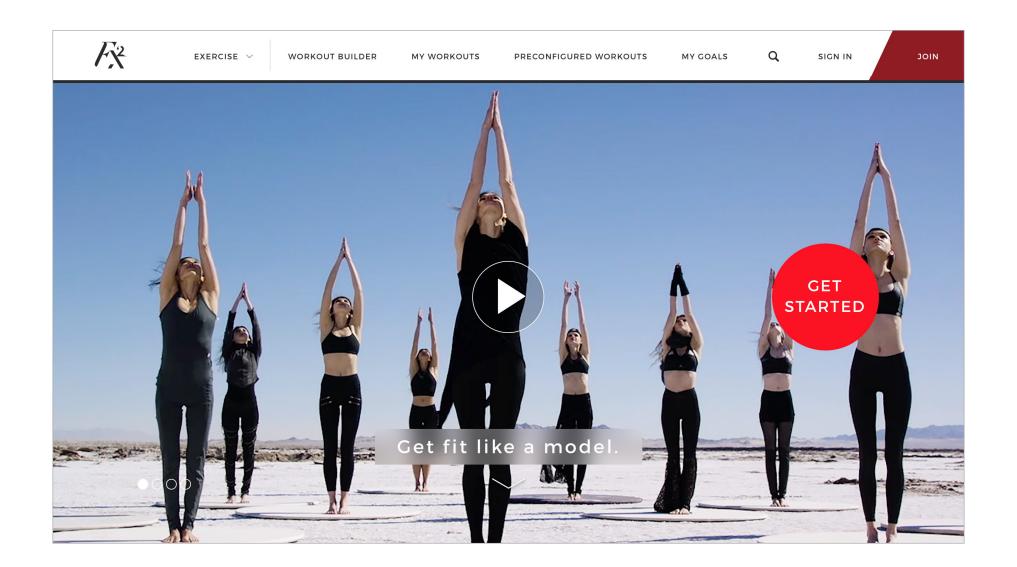
INACTIVE C8C8C8



Homepage Mockup

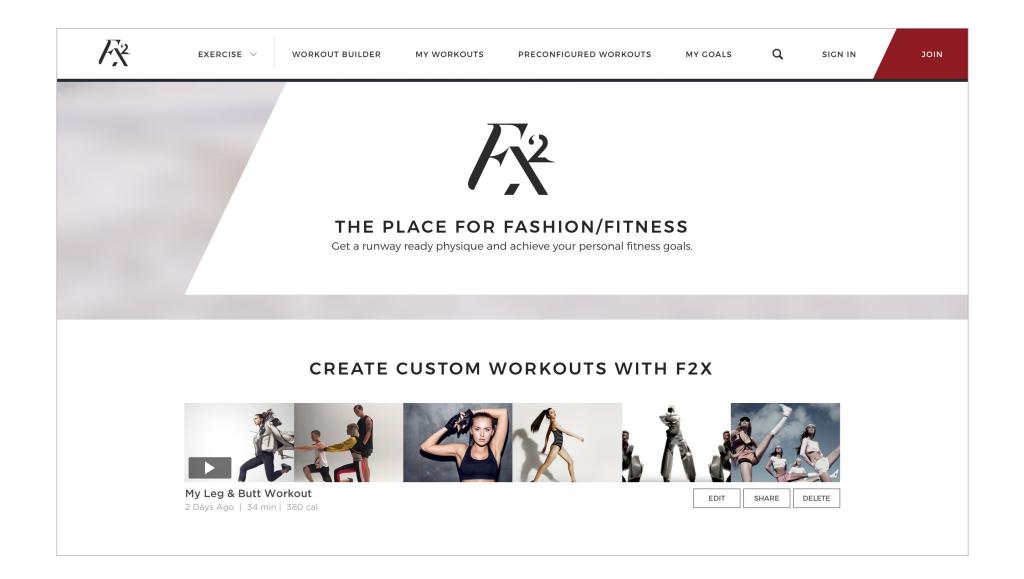






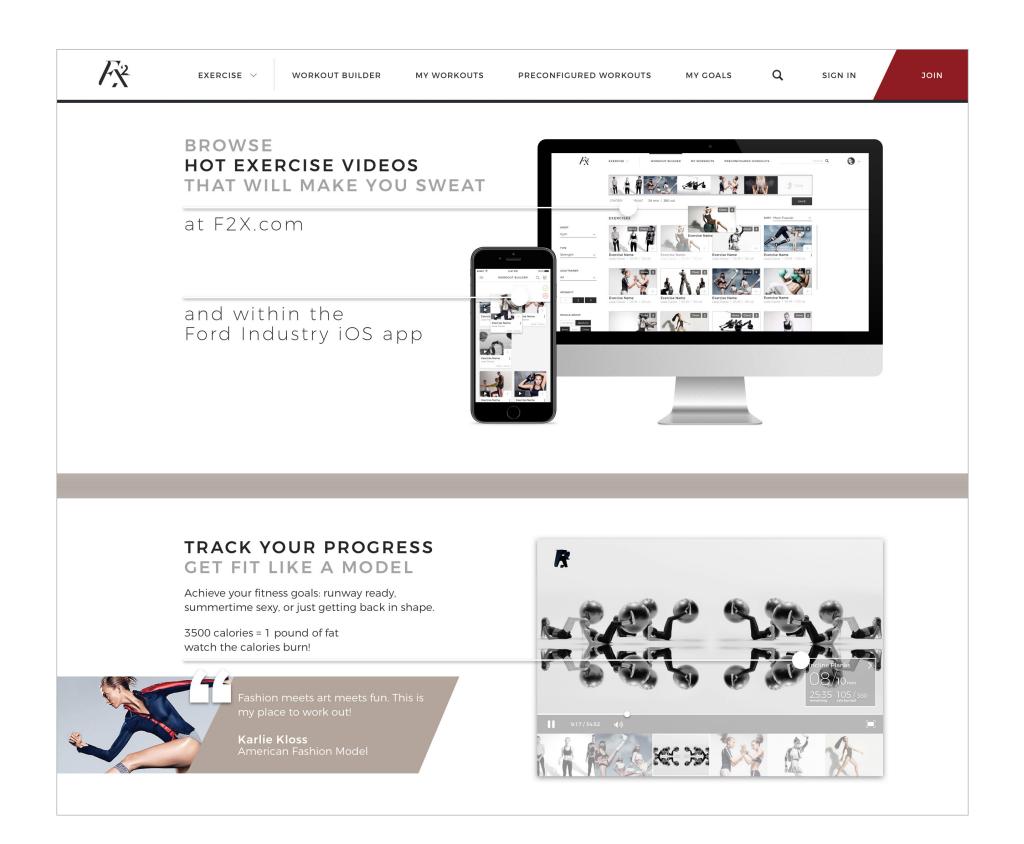








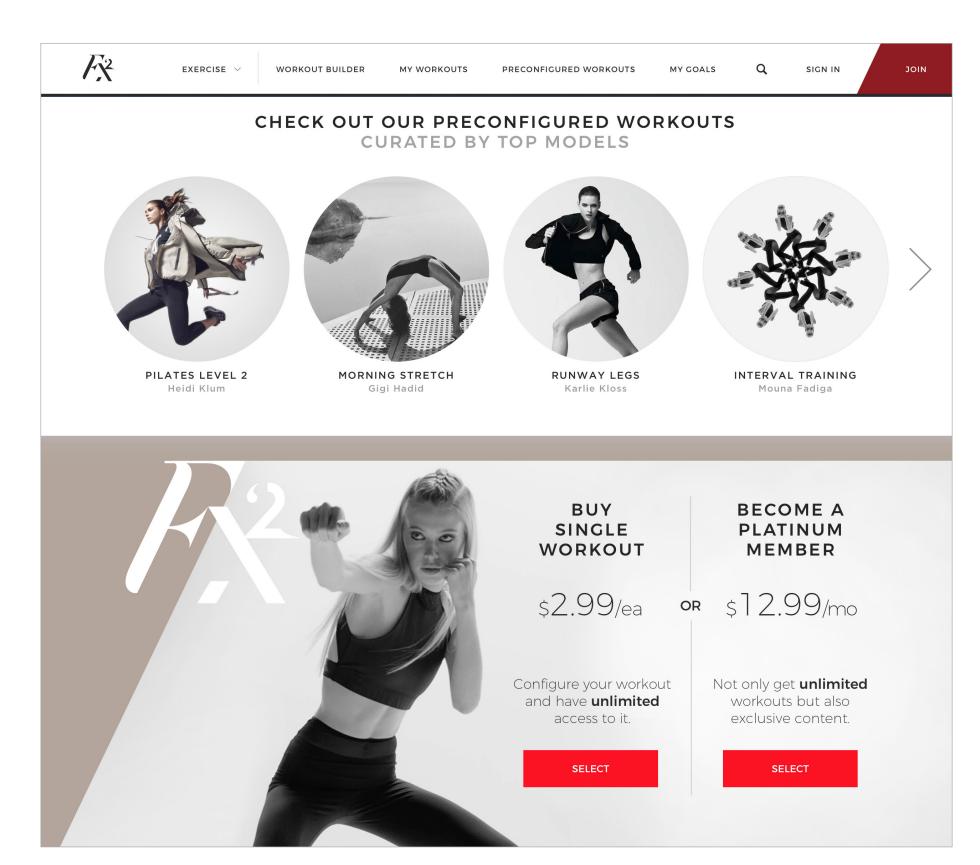










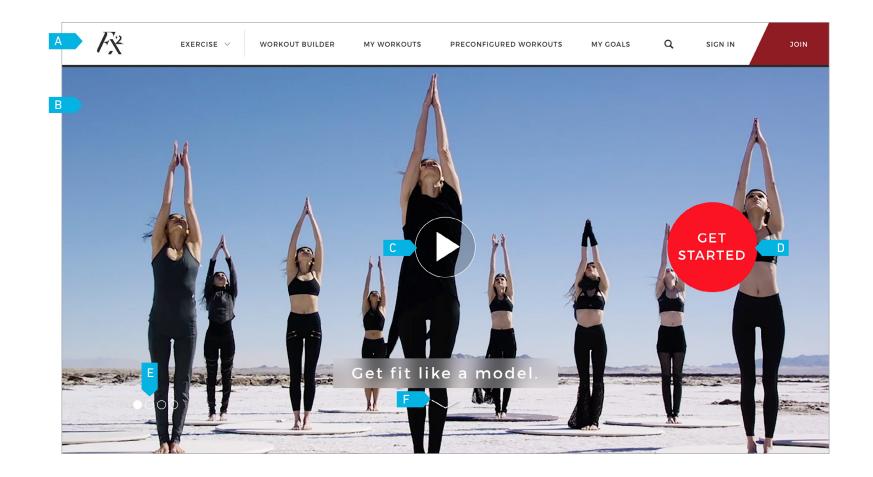








- A. When the user hovers over the F2X logo, it reveals the name: FASHION/ FITNESS. The name is written using the 'Playfair Display' typeface, Regular weight, 18pt, with 1.69 character spacing.
- B. Background image is a 2 to 5 second long promotional video that features a still foreground and animated background. The size of the video is 1280px by 1160px.
- C. Invokes the SproutVideo Video Player, sized to 1066px by 600px. GO TO 1B
- D. Sends the user to the Workout Builder. GO TO 6A
- E. Proceeds to next promotional video. GO TO 1D
- **F.** Arrow animates up and down to direct the user below the fold.



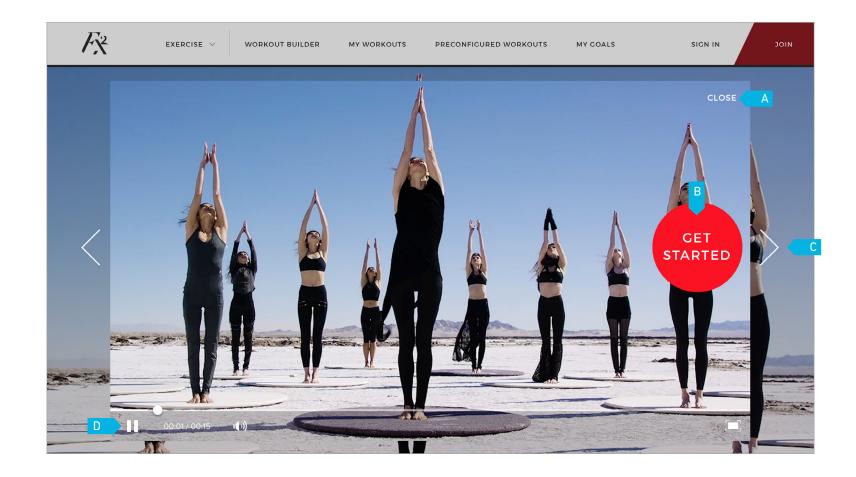








- **A.** GO TO 1A
- B. Sends the user to the Workout Builder. GO TO 6A
- **c.** GO TO 1C
- D. Once invoked, the video automatically starts playing.

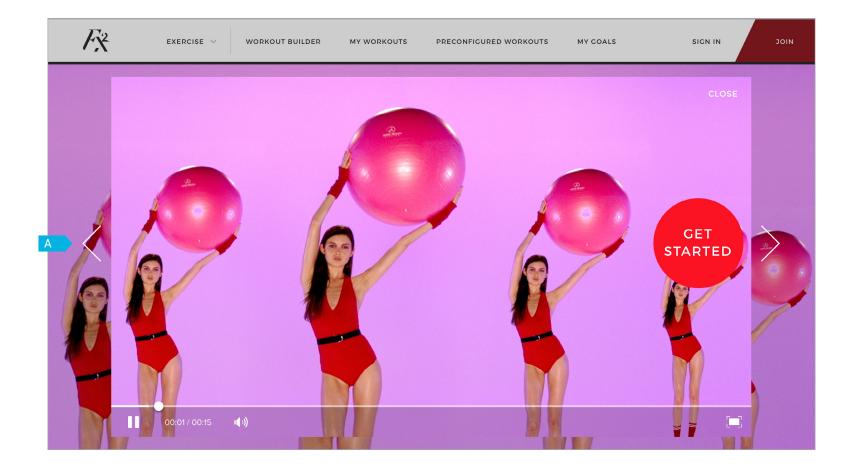




WEB USER EXPERIENCE



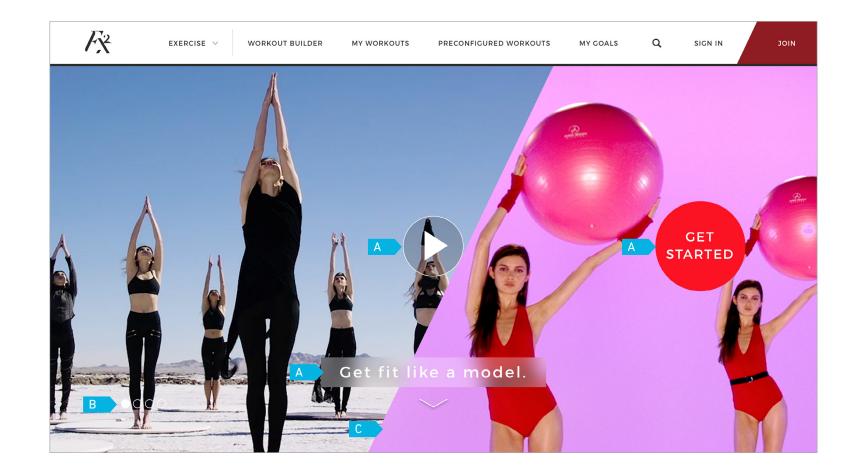
A. GO TO 1B







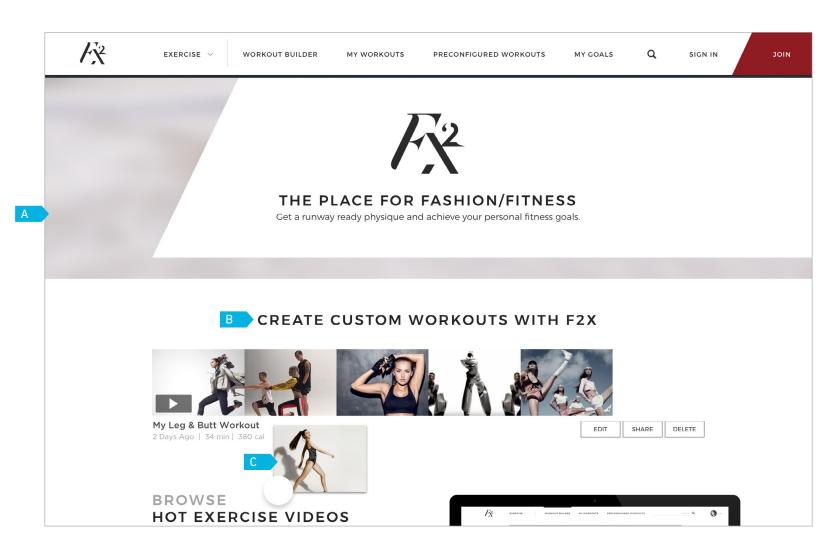
- A. These elements remain sticky as the user clicks the second circle in the breadcrumb trail.
- B. Breadcrumb trail.
- C. When the images transition, the new image does not 'push' the proceeding image away. Rather the proceeding image gets cropped until it disappears.







- A. As the user scrolls down the page, a still frame of the video above the fold moves behind the white pads in the foreground using parallax.
- B. Headline text fades in as user scrolls down the page
- **C.** As the user scrolls down the page, this thumbnail and the associated white circle tracks up and to the right.
- D. As the thumbnail moves up the page, the 2 left-most thumbnails move to the right to make room.
- E. The final position of the thumbnail demonstrates to the user the concept of adding 6 UCs to create a Workout.



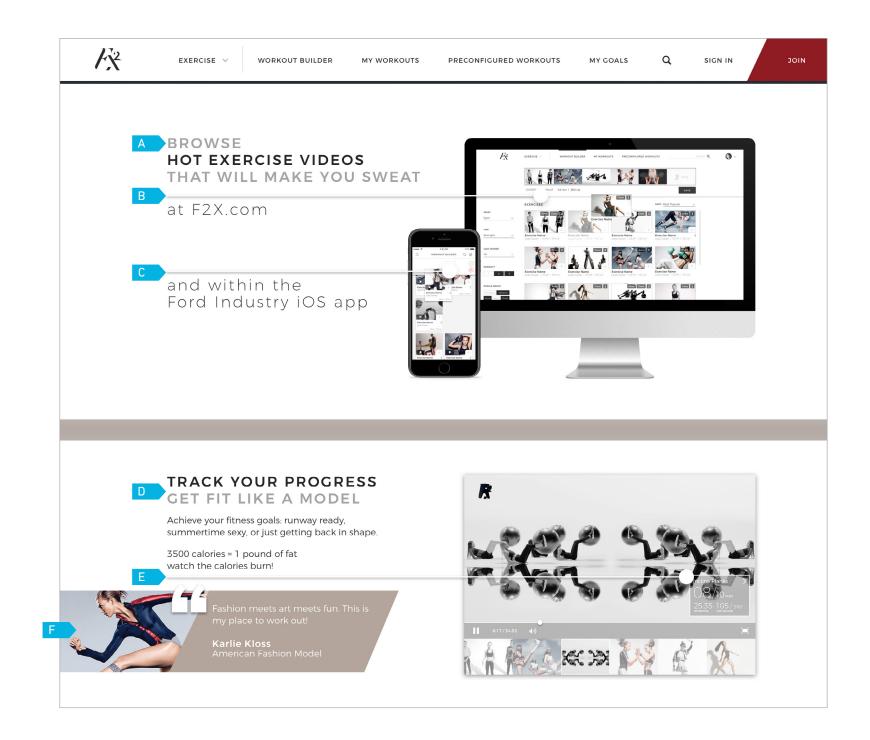








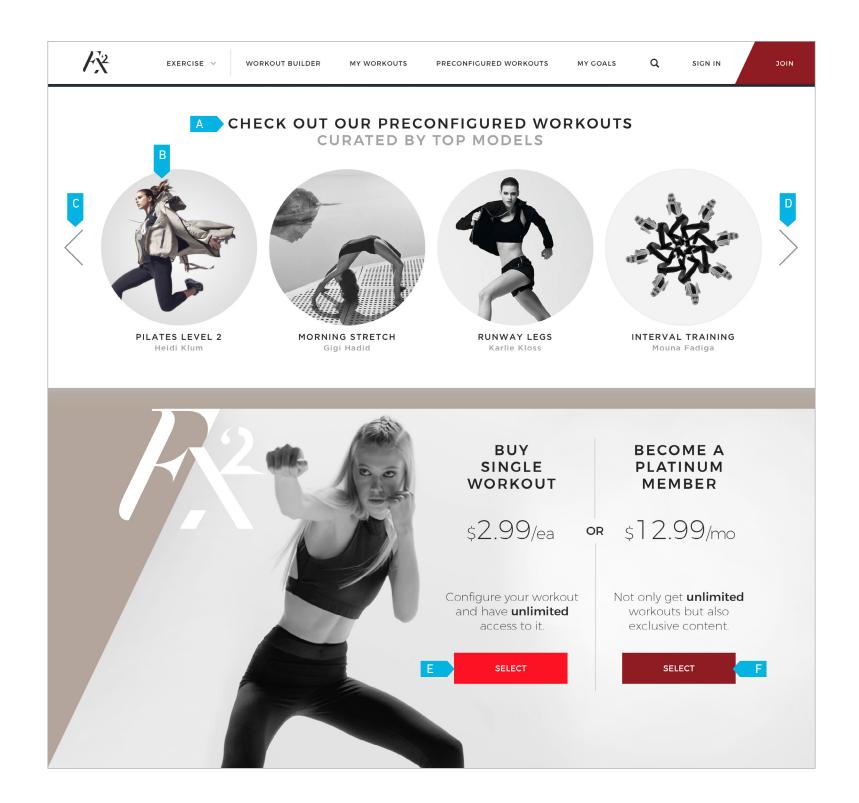
- **A.** Headline text fades in as user scrolls down the page.
- B. After the headline text above, the white line animates to the right and the 'at F2X.com' text appears.
- C. After the above animation, this white line animates to the right and the iPhone appears, then the 'and within the Ford Industry iOS app' text appears.
- D. This headline text fades in as user scrolls down the page.
- E. After the body text fades in, the white line animates to the right. Once the line arrives at the statistics overlay, the 485px by 273px video starts playing and the numbers animate to suggest progress.
- F. After the above animation, a celebrity testimonial animates in from the left-hand side of the screen.







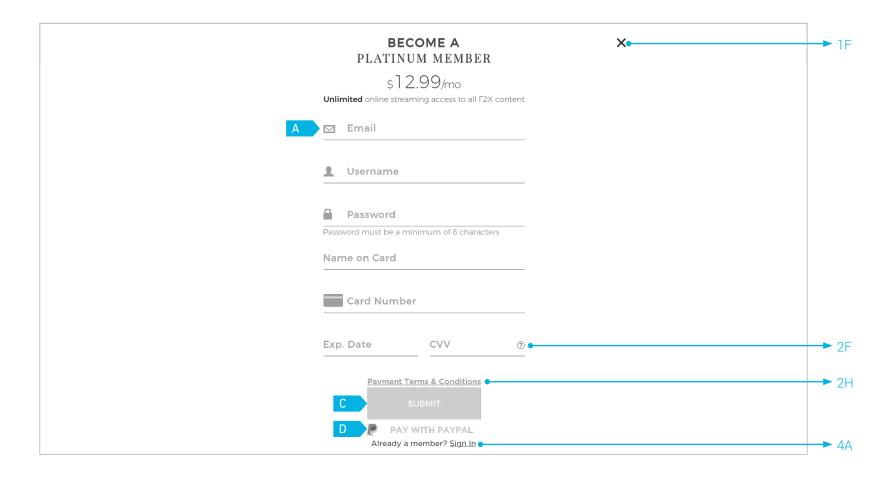
- A. Headline text fades in as user scrolls down the page.
- **B.** GO TO 7A
- **C.** Left arrow only appears once the user has clicked the right arrow.
- D. Advances the carousel 1 additional Preconfigured Workout
- **E.** GO TO 6A
- F. When the user hovers over the button, the color changes from FAOD1B to 85151A. GO TO 2A







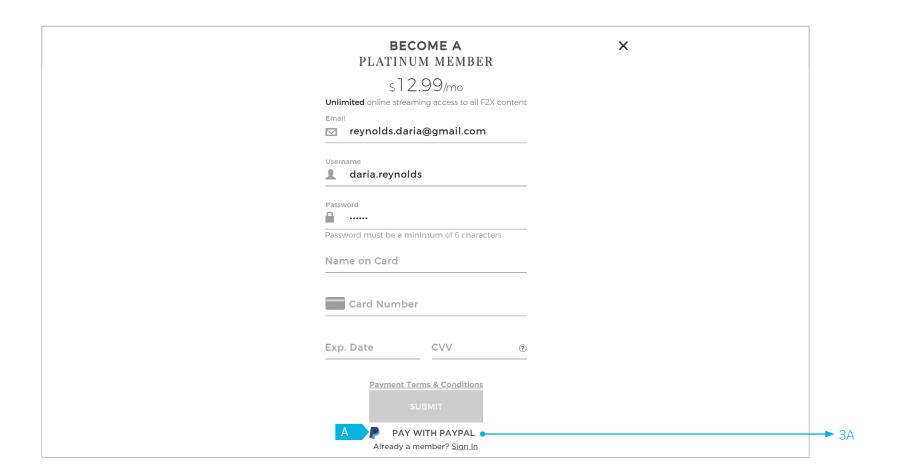
- **A.** Form field uses JavaScript to capture entries in real time.
- B. Button is hex color #C8C8C8 until the user has filled all of the above fields, at which point the button becomes hex color #222222.
- C. PayPal logo is greyscale and associated text is hex color #C1C1C1 until the user fills-in the Email, Username, and Password fields.



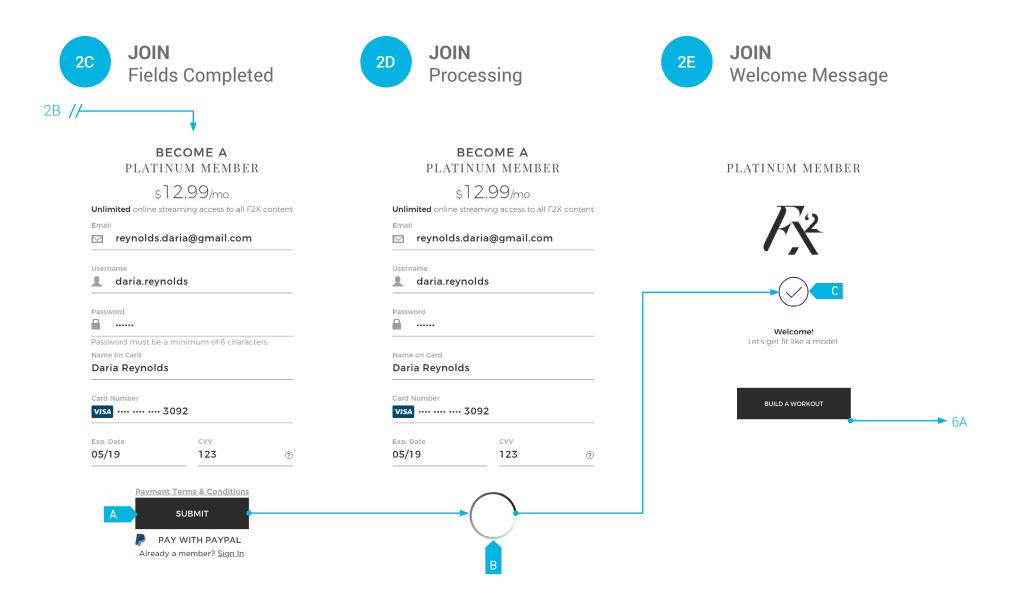
WEB USER EXPERIENCE



A. PayPal logo becomes full-color and associated text becomes hex color #414141 once the user has filled-in the Email, Username, and Password fields.

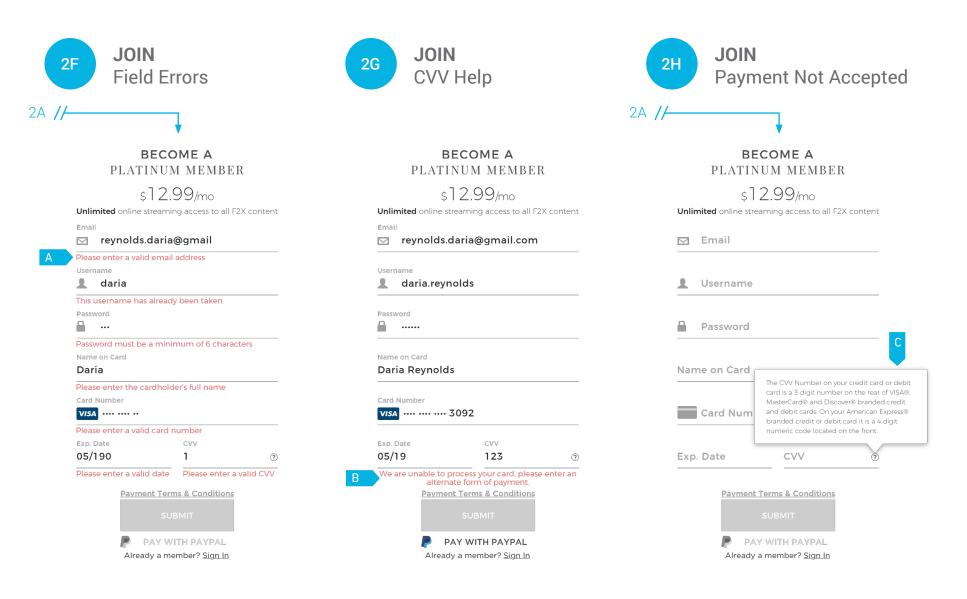


- A. Clicking 'SUBMIT' processes the user's payment information via Stripe and, if successful, creates an F2X account for the user.
- B. While the payment processes, the submit button disappears and is replaced by an animating circle.
- **C.** Once the payment is accepted, the circle moves up the screen and becomes purple with a checkmark in the center.





- A. If the user has made a field-specific error, they are presented with these error messages below the relevant field in hex color #FC5454. The 'SUBMIT' button remains inactive until the fields are corrected.
- B. If the user's credit card is declined, they are presented with this error message in hex color #FC5454. The 'SUBMIT' button remains inactive until they provide an alternate payment method.
- **C.** When the user clicks the '?' icon, this dialogue box fades in.

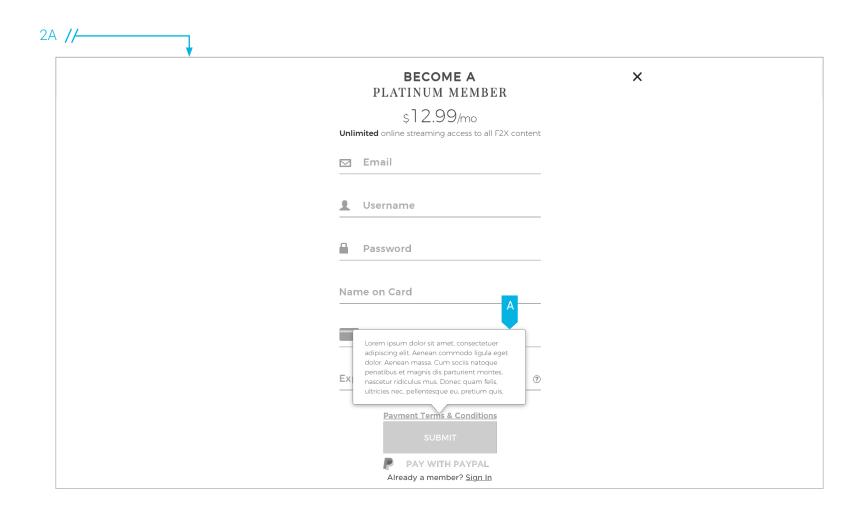




WEB USER EXPERIENCE

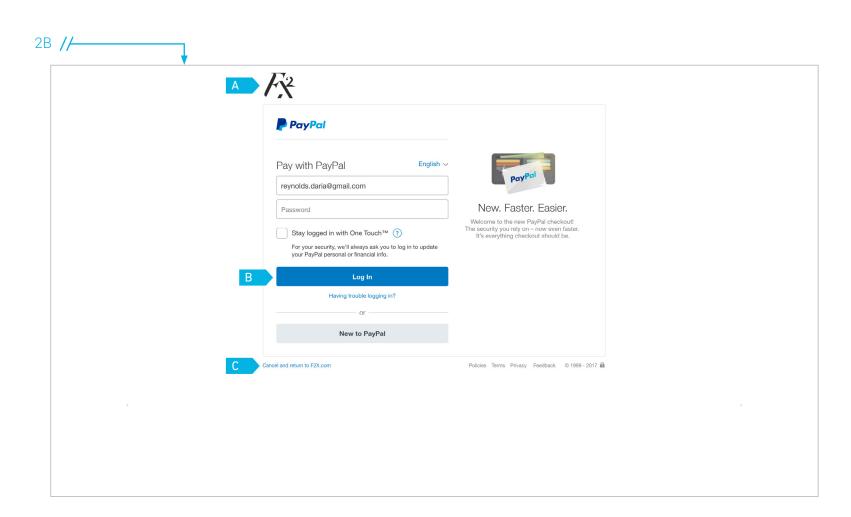
JOIN
Payment Terms

A. When the user clicks on the 'Payment Terms and Conditions' text, this dialogue box fades in.



3. Platinum - PayPal Sign Up

- 3A PayPal
- A. PayPal login page is opened in the same tab as the F2X website.
- B. Upon completion of the PayPal Log In, the user is redirected to 2E
- **C.** Exits the PayPal website and returns the user to 2B without opening a new tab or window.

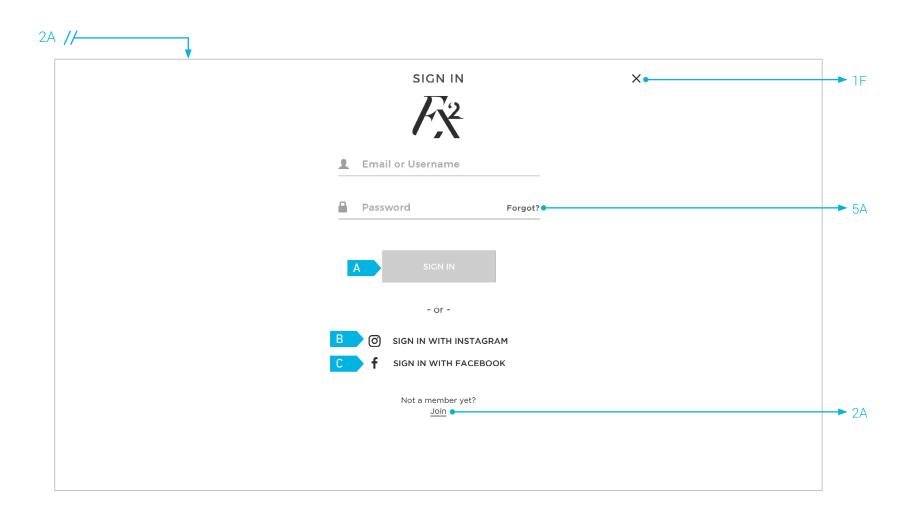


4. Sign In

WEB USER EXPERIENCE

4A Sign In

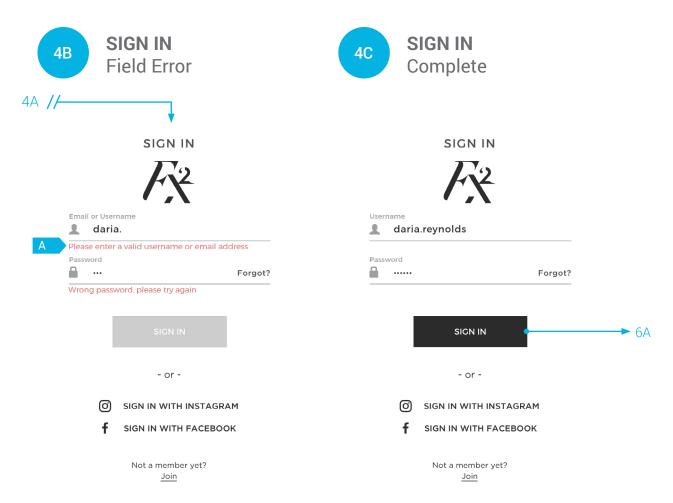
- A. Button is hex color C8C8C8 until the user has filled all of the above fields, at which point the button becomes hex color #222222.
- B. Launches oauth sign in through Facebook
- C. Launches oauth sign in through Instagram



4. Sign In

WEB USER EXPERIENCE

A. If the user has made a field-specific error, they are presented with these error messages below the relevant field in hex color #FC5454. The 'SIGN IN' button remains inactive until the fields are corrected.

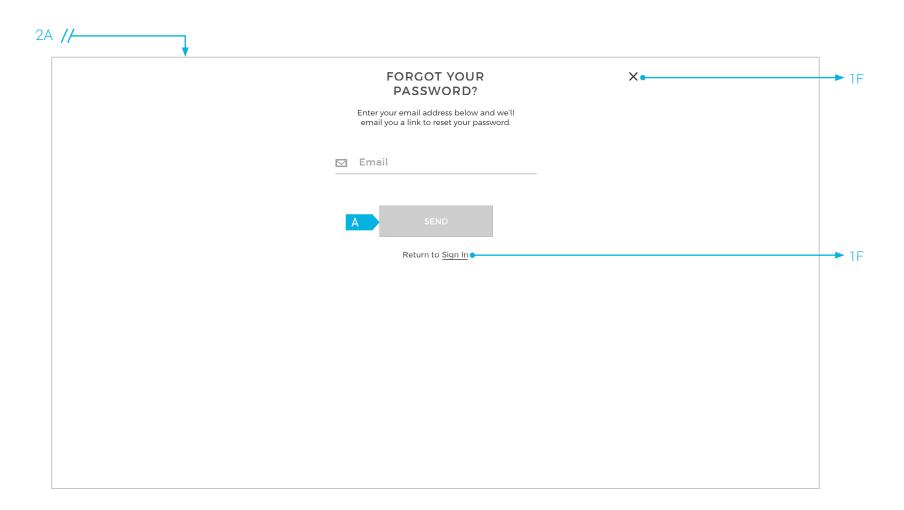


5. Sign In - Forgot Password

WEB USER EXPERIENCE

5A FORGOT PASSWORD

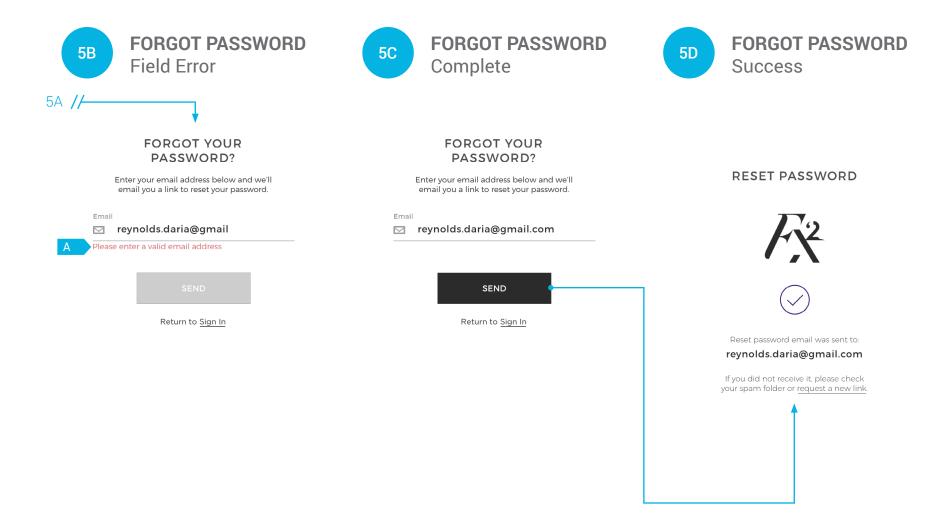
A. Button is hex color #C8C8C8 until the user has filled all of the above fields, at which point the button becomes hex color #222222.



5. Sign In - Forgot Password

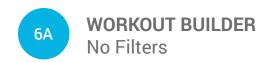
WEB USER EXPERIENCE

A. If the user has made a field-specific error, they are presented with these error messages below the relevant field in hex color #FC5454. The 'SIGN IN' button remains inactive until the fields are corrected.

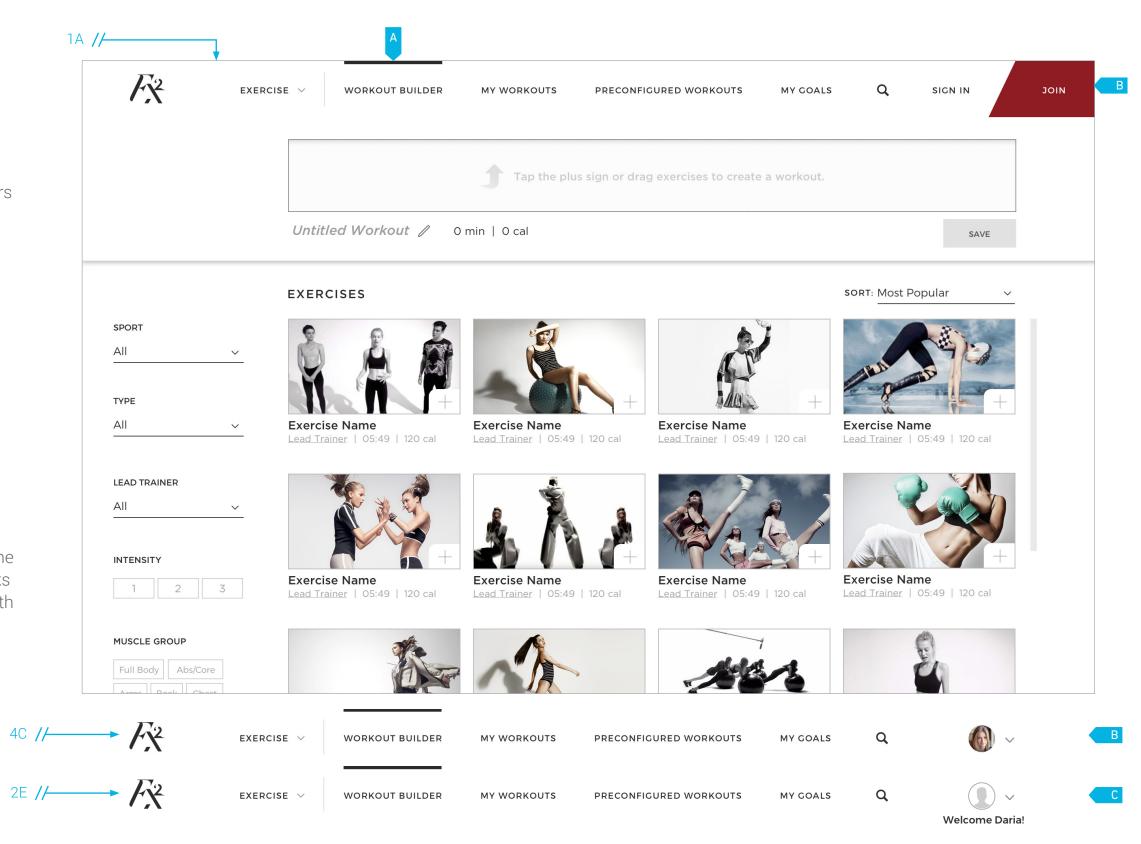




6. Workout Builder



- A. When the user first lands on the page, a 4 px by 4 px square appears above the relevant top level navitem. The square then animates outward from the center-point to form a line the width of the 11pt text; In the case of 'WORKOUT BUILDER', it is a 124px wide line.
- B. If the user is Signed In, the 71 px tall 'JOIN' button and adjacent 'SIGN IN' text is replaced with the user's avatar and an additional affordances arrow (containing My Account and Sign Out).
- C. If the user has recently joined and has not associated a custom avatar image with their account, the header in the Workout Builder looks like this and they are presented with a welcome message below their avatar.

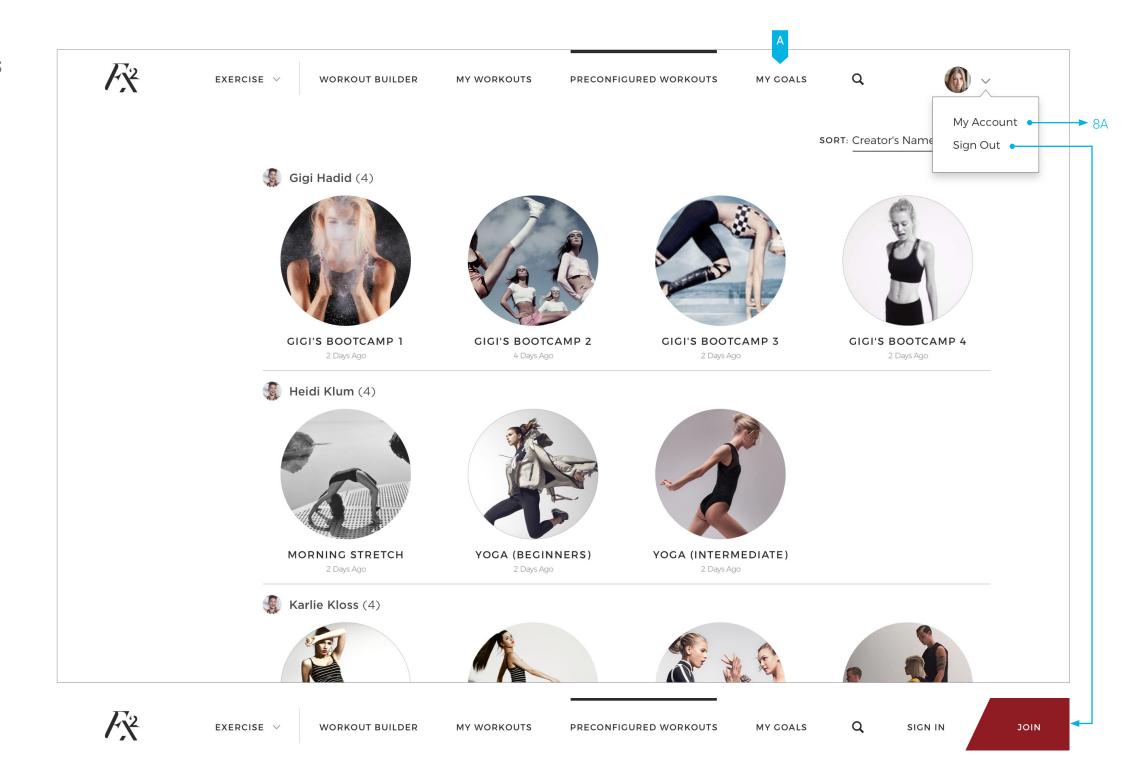


7. Preconfigured Workouts

WEB USER EXPERIENCE

PRECONFIGURED WORKOUTS
Sorted by Creator

A. GO TO 8A



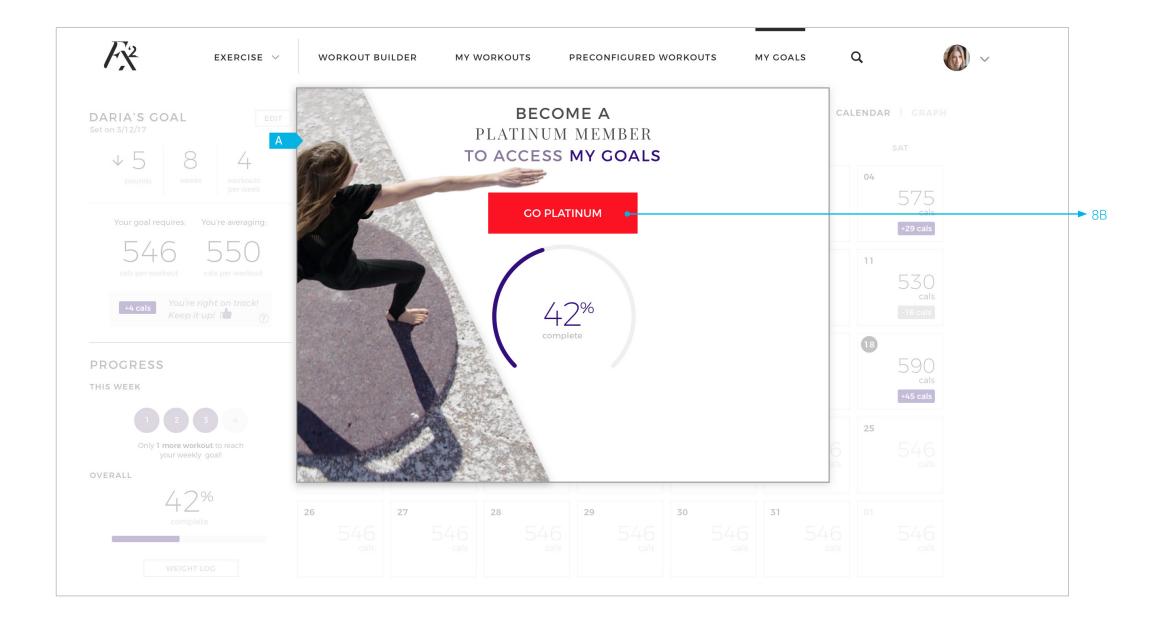


8. My Goals - Sign Up

WEB USER EXPERIENCE



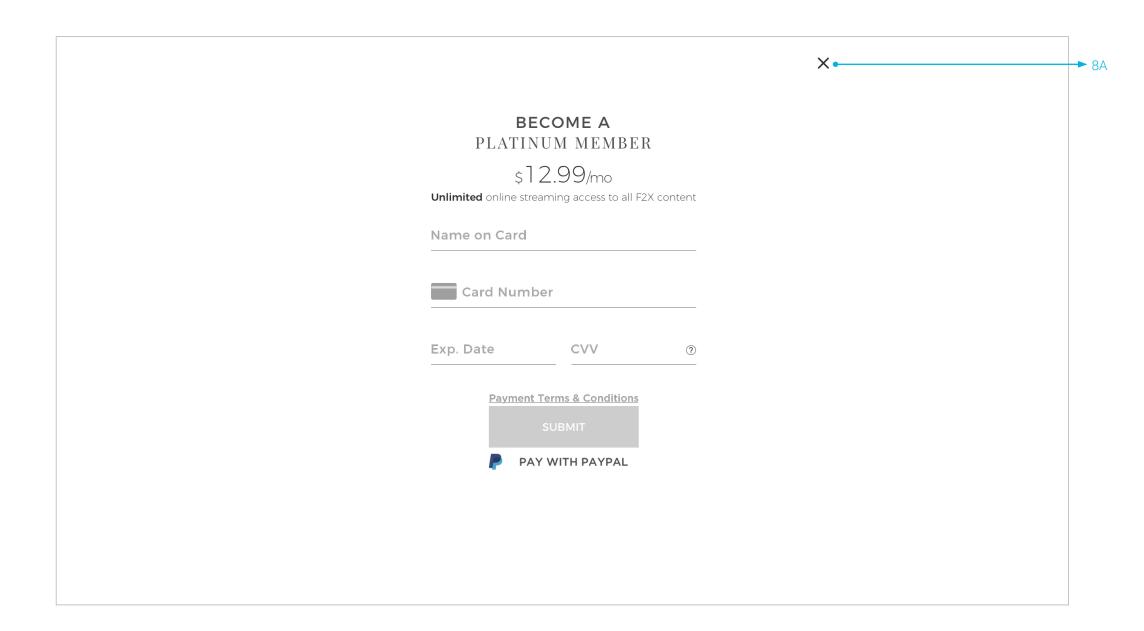
A. If a non-Platinum Member selects the My Goals tab of the top level nav, they are presented with this page that has a non-dismissible modal over a preview of the Goal Calendar with faux data.



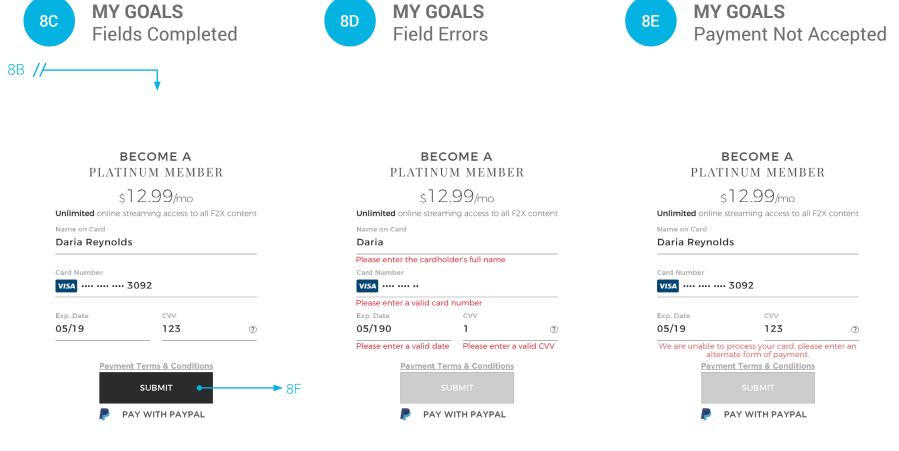


8. My Goals - Sign Up

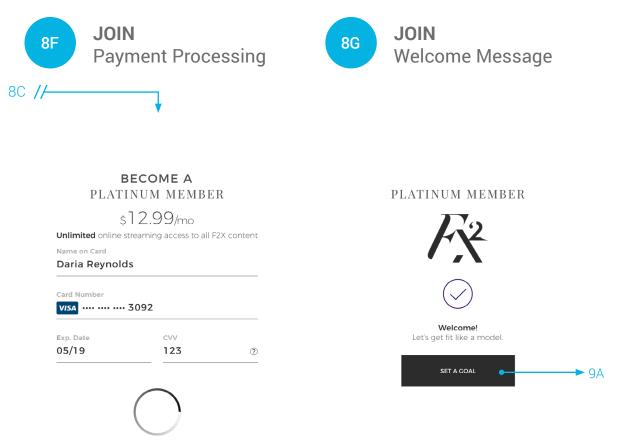




8. My Goals - Sign Up

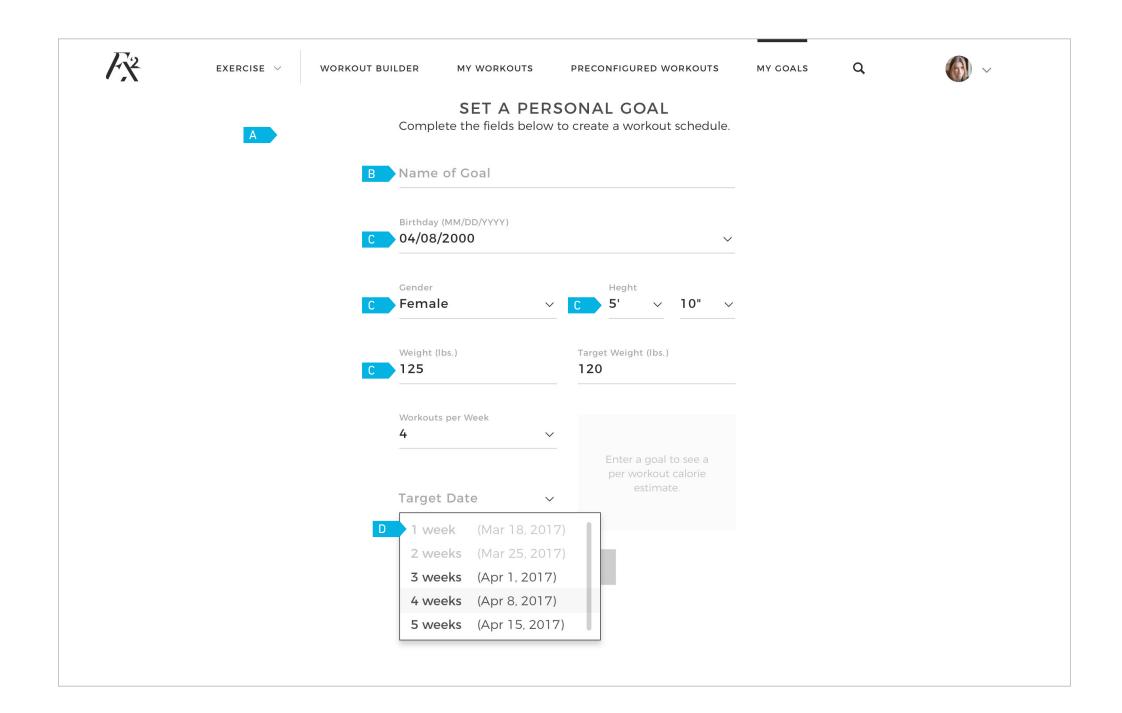


8. My Goals - Sign Up





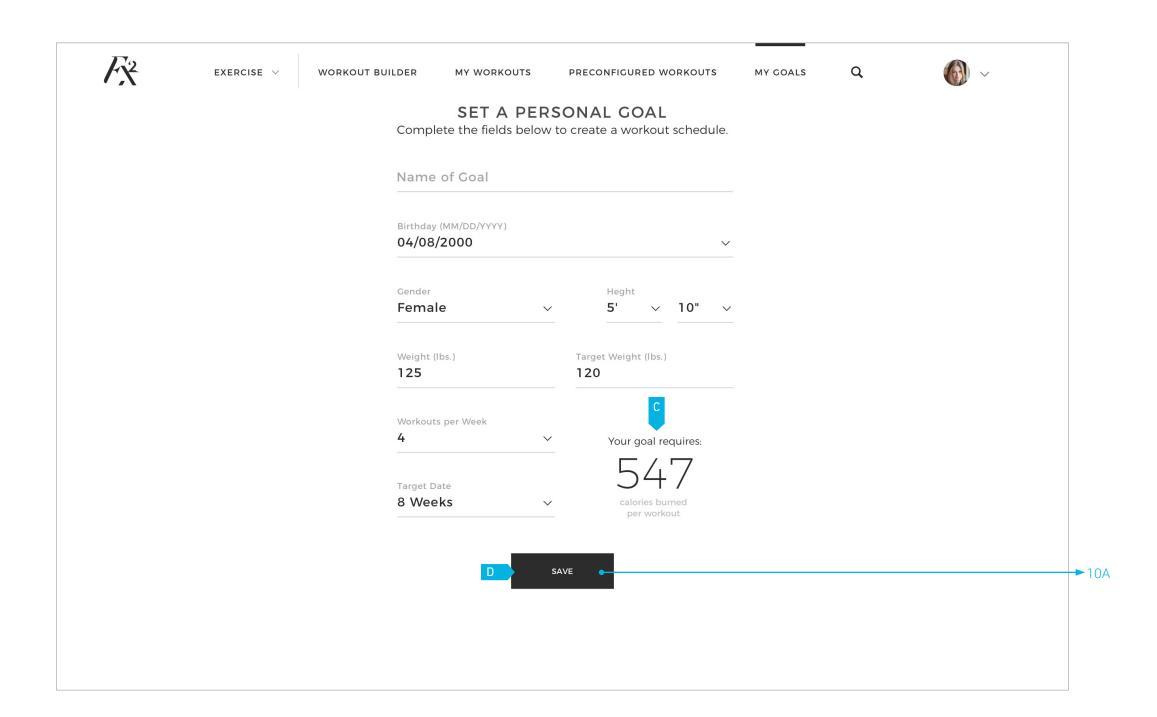
- A. Once the user registers to be a Platinum Member, the teaser on the My Goals page disappears and is replaced by the goal-setting form.
- B. The user is able to provide a unique name for the goal using a maximum of 20 characters.
- C. If the user has not already added their biometric data to the Account page, they are presented with these fields when they go to set a personal goal.
- D. Assuming the user fills out the form from top to bottom, he/she may have a restricted set of options for the Target Date based on the set threshold for maximum calorie expenditure per workout (editable by administrator).







- A. Once the user completes the three fields, he/she is provided with an estimate for the average calorie expenditure per workout that is required to meet their goal.
- B. Button becomes hex color #222222 once all of the required fields are completed



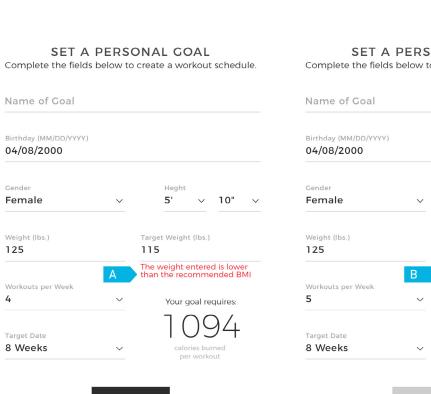
WEB USER EXPERIENCE

Unacceptable Daily Calorie Burn

√ 10"

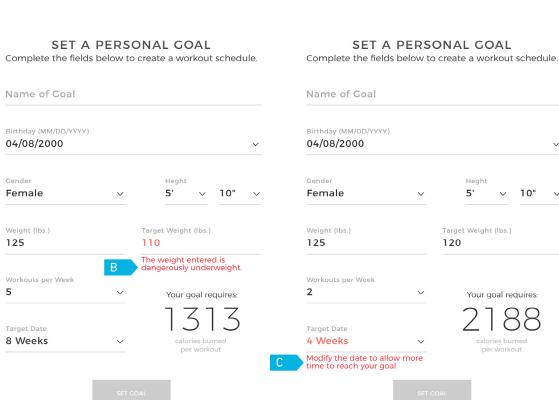
MY GOALS

- A. The user has proposed a weightloss goal that would place them at an Underweight BMI. The user is able to set the goal, but they are presented with this message.
- The user has proposed a weightloss goal that would place them below a 16 BMI. The user is unable to set their goal and is presented with this message. The 'SET GOAL' button becomes inactive until the user specifies a safe weight.
- If the user inputs parameters that would require burning in excess of 1500 calories per day, they are presented with this message and the 'SET GOAL' button becomes inactive until the user modifies the time frame.



MY GOALS

Reasonable + Warning



MY GOALS

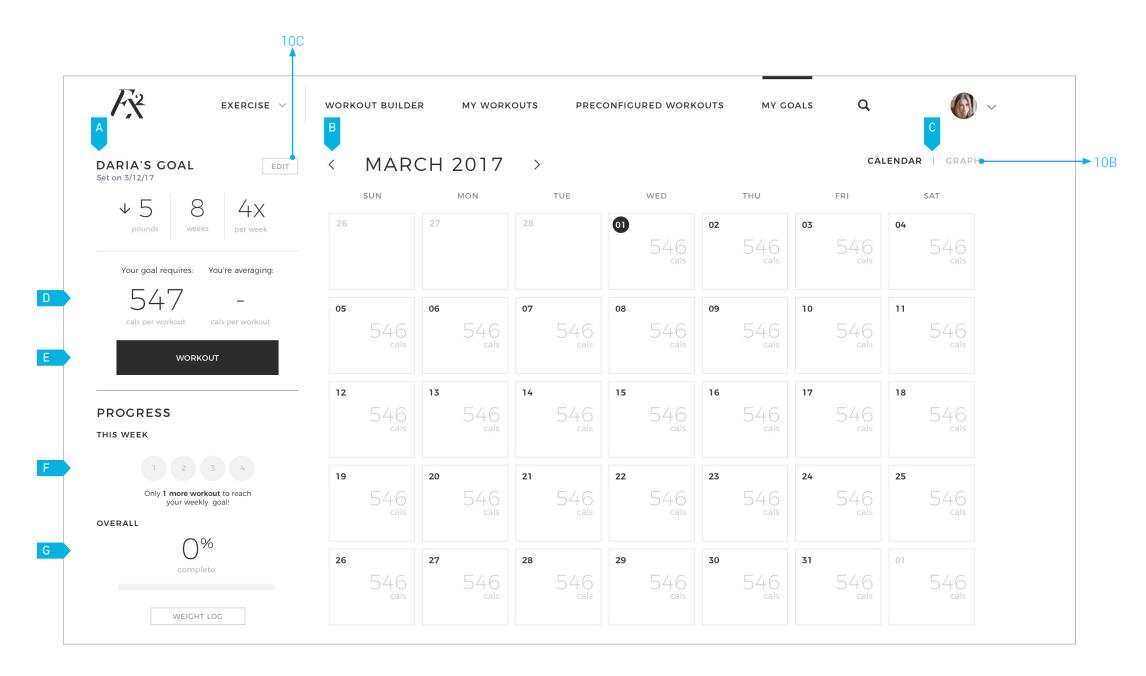
Unacceptable Weight





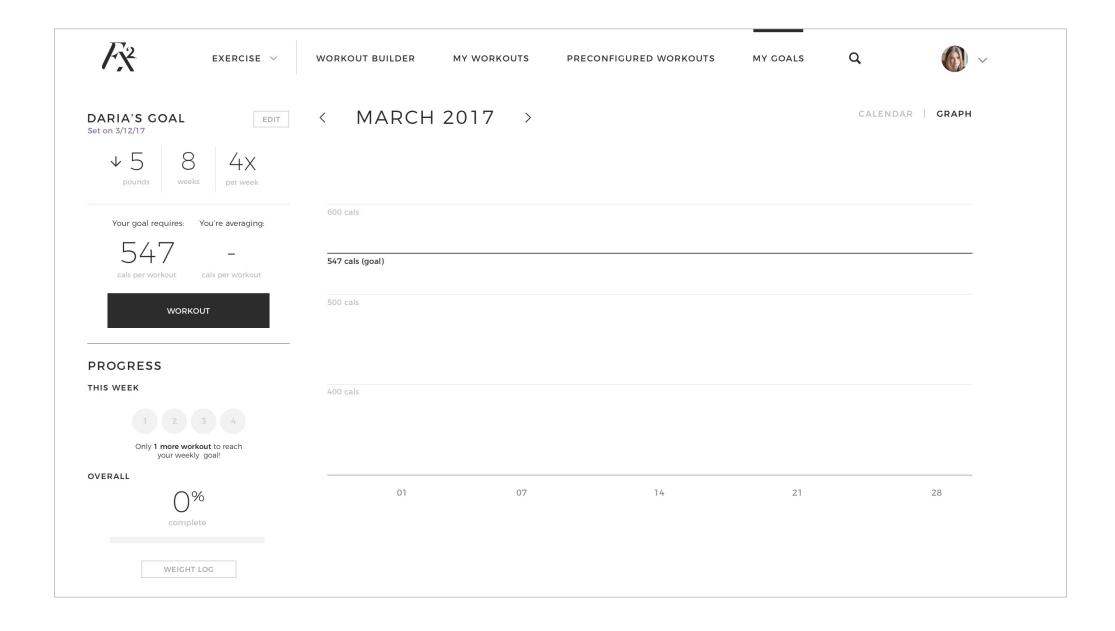
- A. Info panel containing a summary of the user's goal and progress is docked on the left of the screen.

 The goal is located prominently at the top of the info panel.
- B. User is able to cycle through the months using these arrows
- **C.** Past and future workouts may be viewed as a calendar or a graph.
- D. A side-by-side comparison of the target number of calories per workout versus the user's average calories per workout to date.
- E. The 'Day O' version of the Calendar contains a button that will sent the user to My Workouts (11A) if they have created a Workout or to the Workout Builder (6A) if they have not.
- F. Indicates the number of workouts the user has completed this week.
- **G.** Indicates the user's overall progress towards meeting their goal.

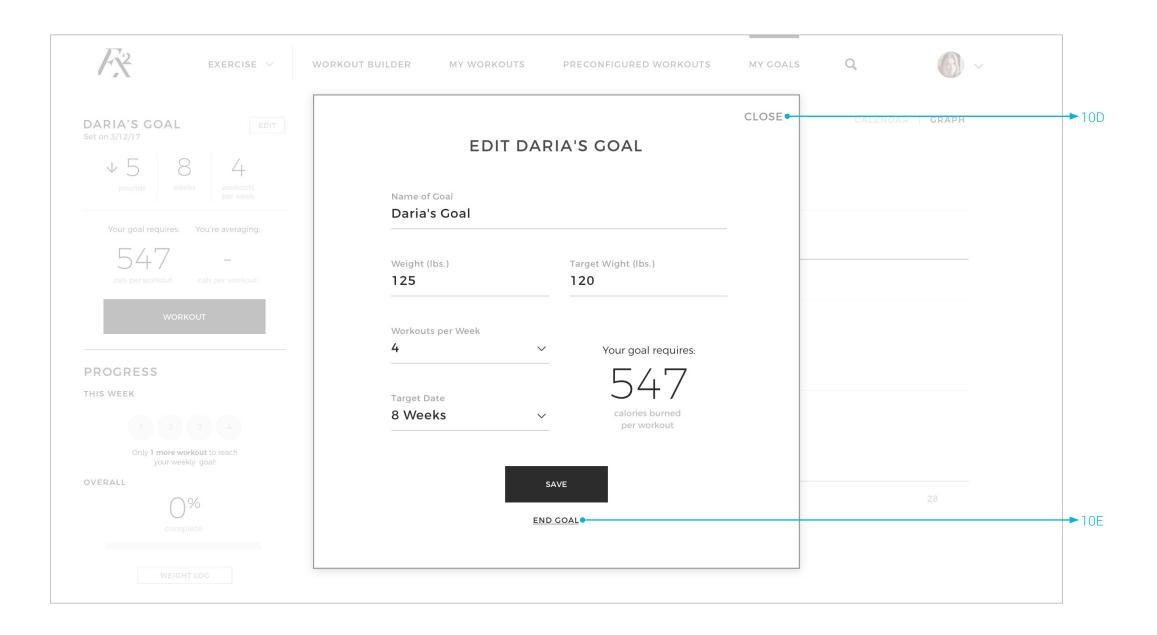






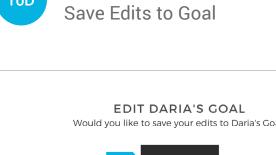






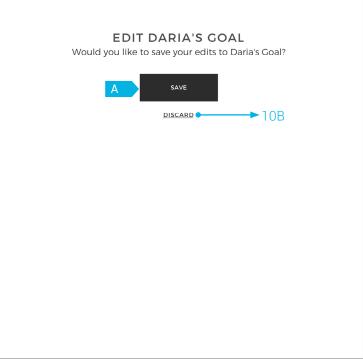
WEB USER EXPERIENCE

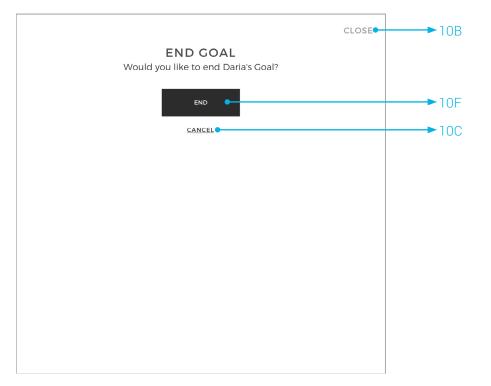
A. If the user dismisses the Edit Goal modal without saving their changes, they are presented with this non-dismissible message.



MY GOALS



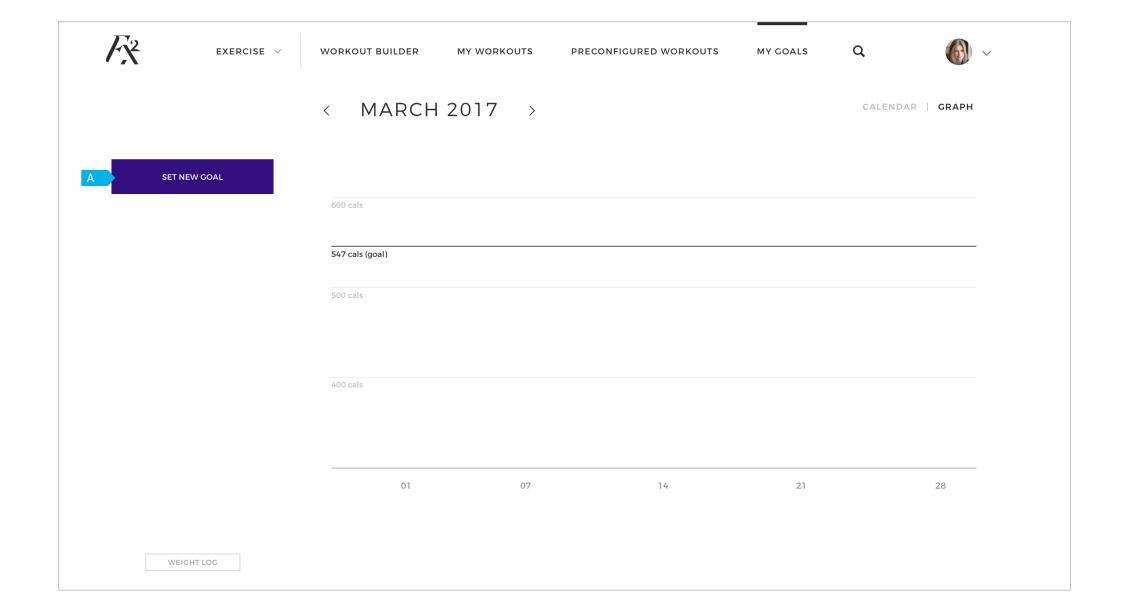




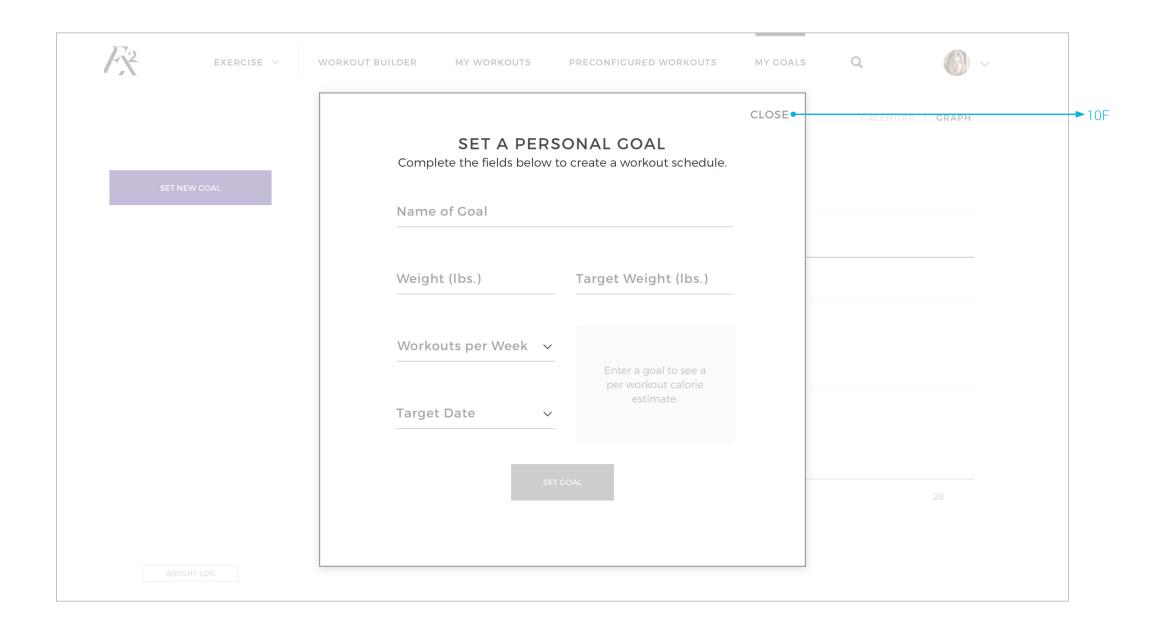
WEB USER EXPERIENCE



A. The a Platinum Member is within the My Goals Page without a goal currently set, the Info Panel is replaced with a 'SET NEW GOAL' button. If clicked, the button opens modal 10G.

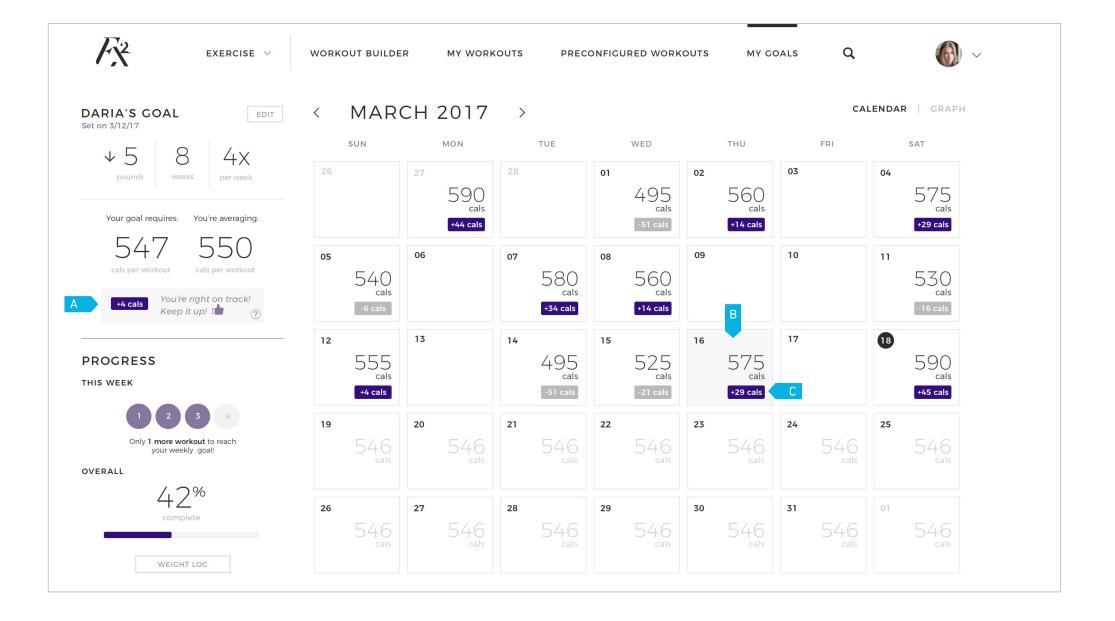








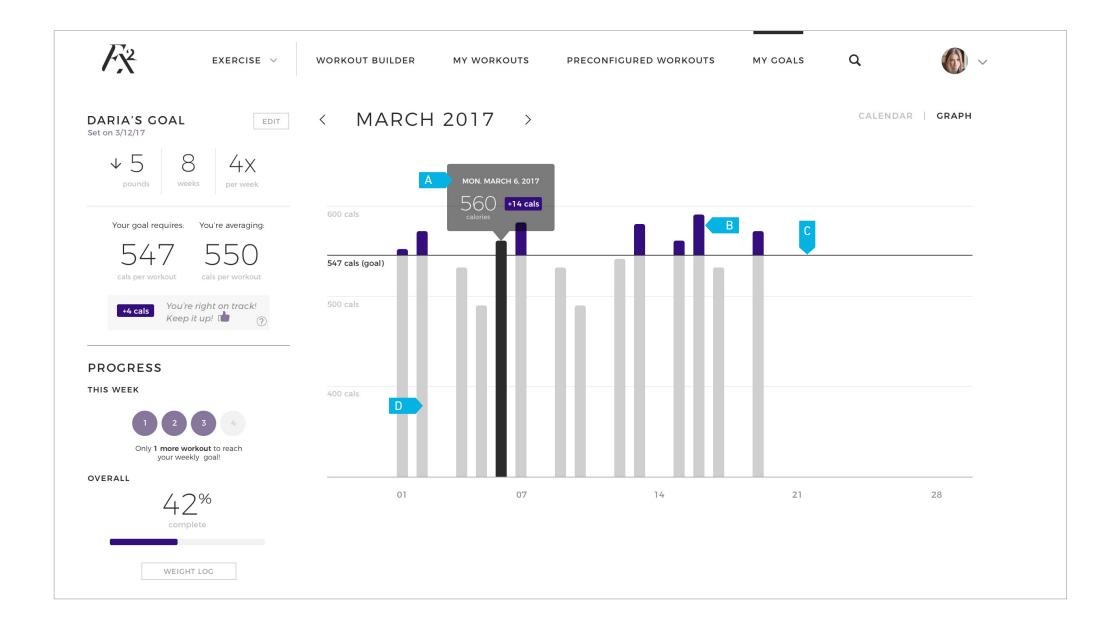
- A. The +/- of the above comparison and a friendly comment on the user's progress.
- B. Clicking a tile opens the Single Workout view. GO TO 6C
- **C.** Indicates whether the user met, exceeded, or fell short of the target number of calories per workout.







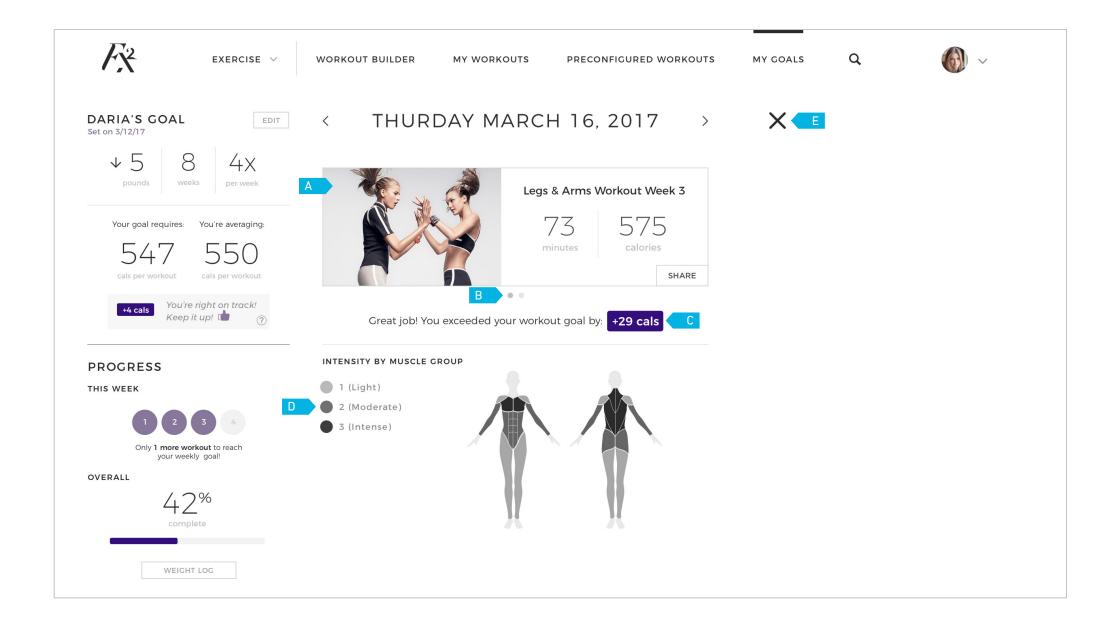
- **A.** A modal info panel appears on hover-over.
- B. The amount by which the user exceeded their target number of calories per workout is highlighted with a purple fill.
- **C.** The target number of calories per workout is indicated with a black line.
- D. Clicking a bar opens the Single Workout view. GO TO 6C





- A. Workout(s) Summary Panel
- B. If the user did more than one Workout on a given day, these dots appear below the Workout Summary Panel
- **C.** Indicates whether the user met, exceeded, or fell short of the target number of calories per workout.
- D. Graphic representation of muscle groups targeted in the workout.

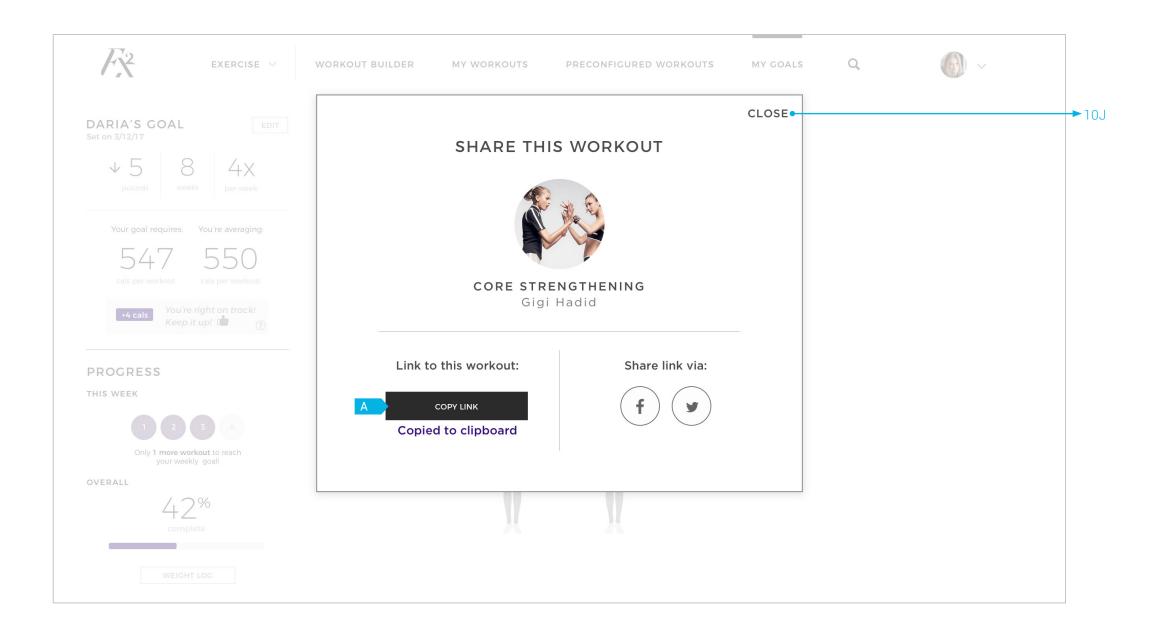
 Intensity values of each muscle group are averaged from the metadata of the exercises that make up the workout(s).
- E. Collapses the Daily Summary View. GO TO 10H / 10I



WEB USER EXPERIENCE

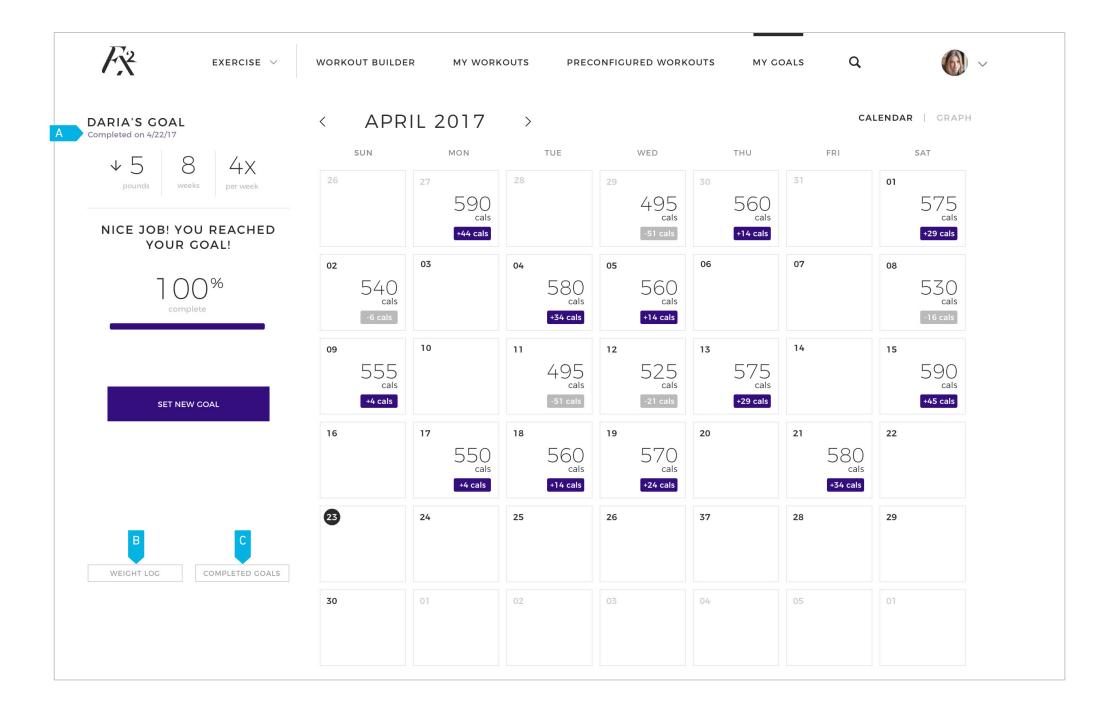


A. When the user clicks the button, the purple text fades in below the button.





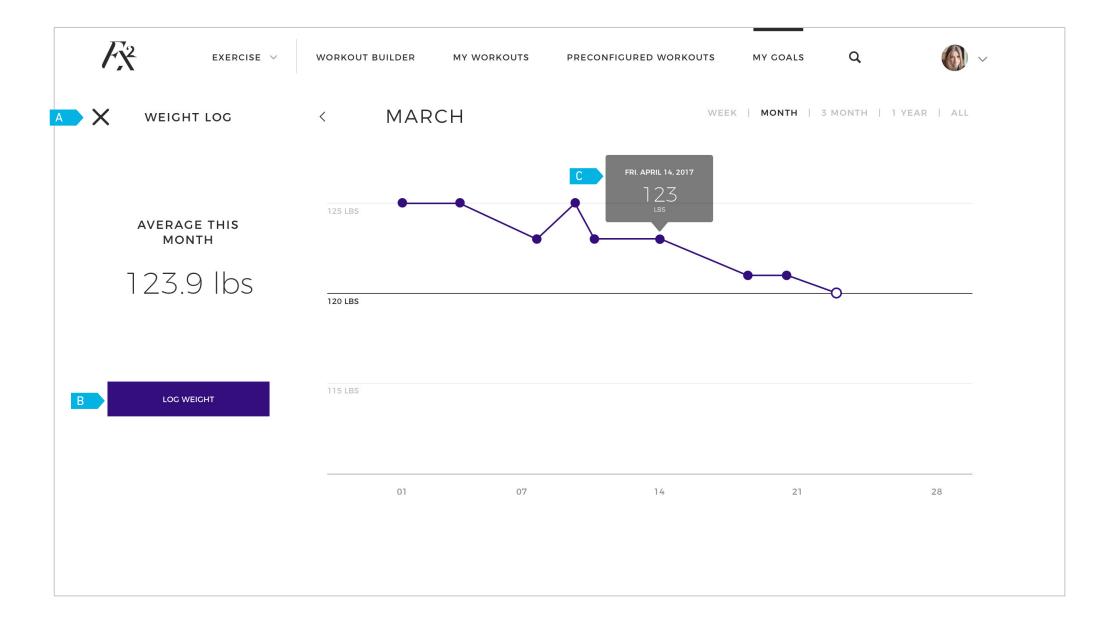
- **A.** When the user has completed a goal, the purple text in this location registers the completion date.
- **B.** GO TO 10M
- **C.** GO TO 100



11. Weight Log



- A. Closes the Weight Log and returns the user to 10L
- B. Opens the modal dialogue box 11B
- **C.** A modal info panel appears on hover-over.

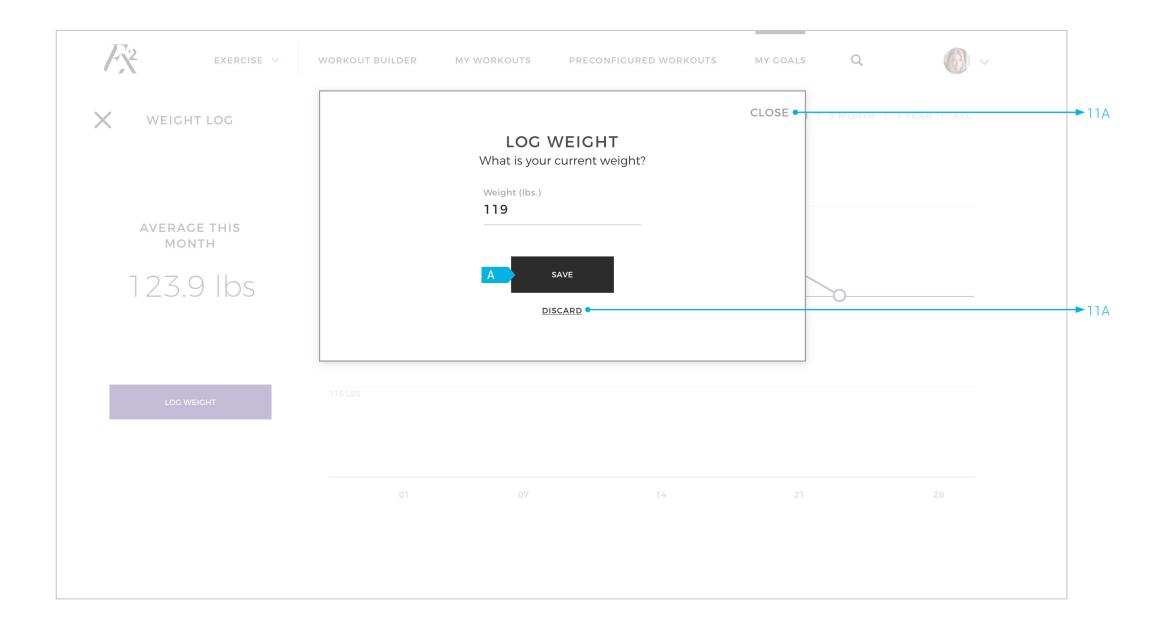


11. Weight Log

WEB USER EXPERIENCE



A. When the user clicks 'SAVE' a new data point is added on the weight log.

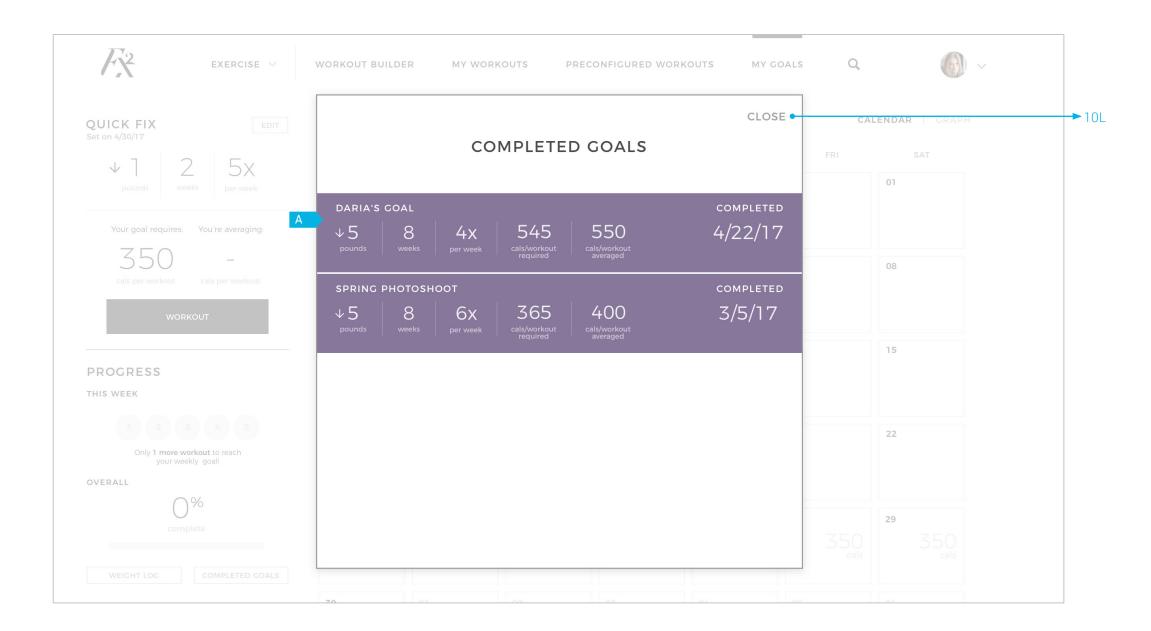


12. View Completed Goals

WEB USER EXPERIENCE

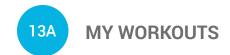


A. The Goals are listed in order of most recently completed.

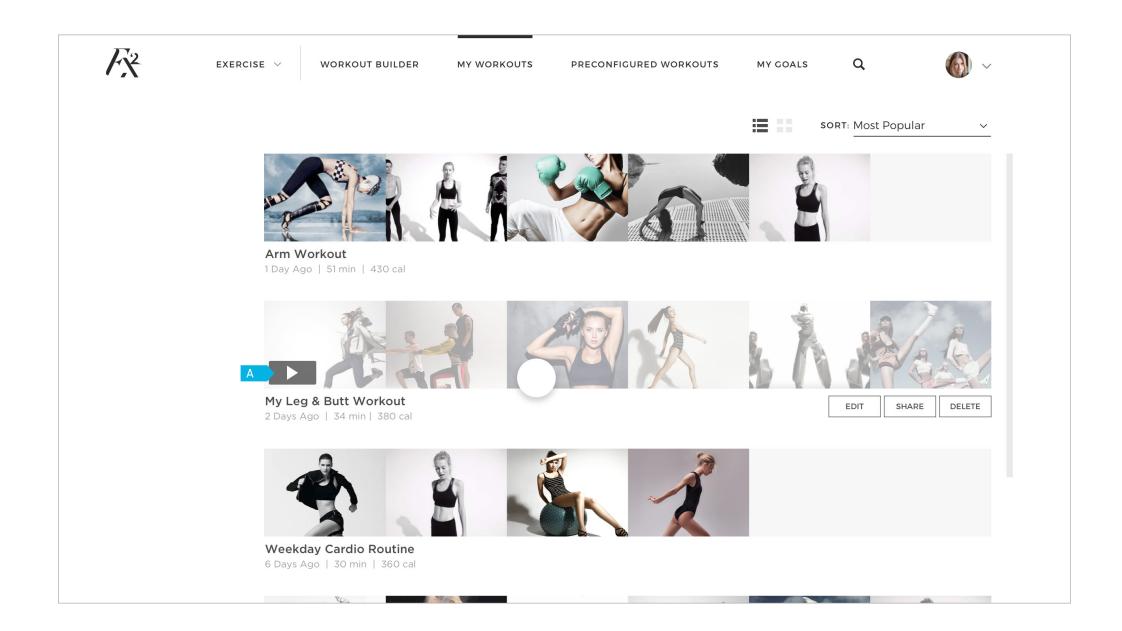


13. My Workouts

WEB USER EXPERIENCE

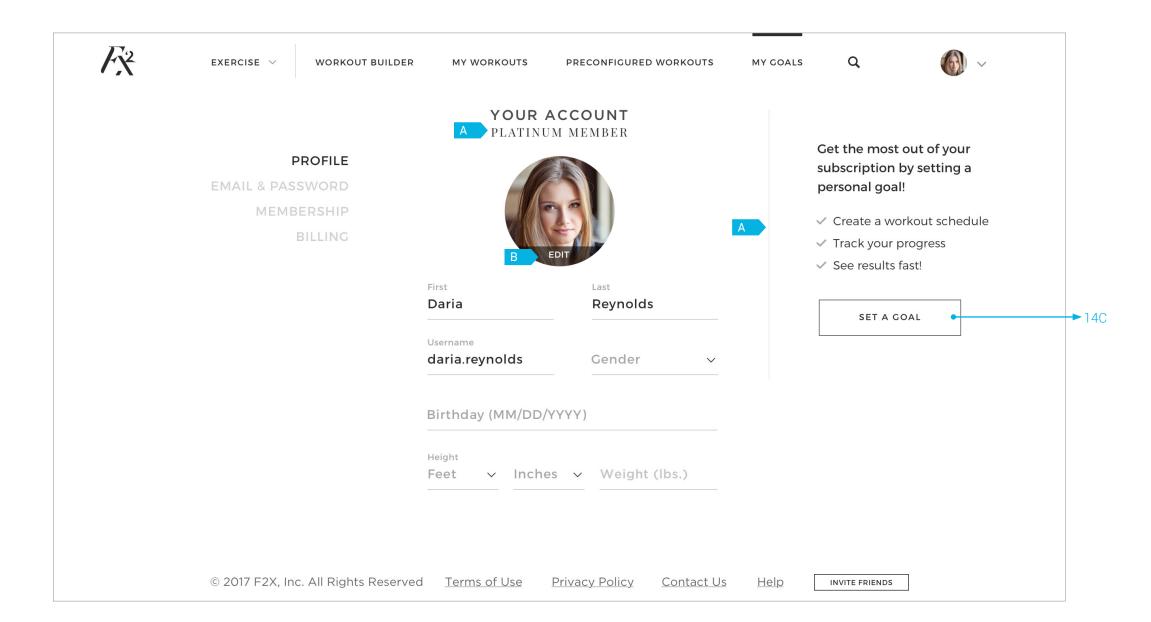


A. GO TO 13A





- A. These items only appear is the user is a Platinum Member
- B. The 'EDIT' affordance appears on hover-over.

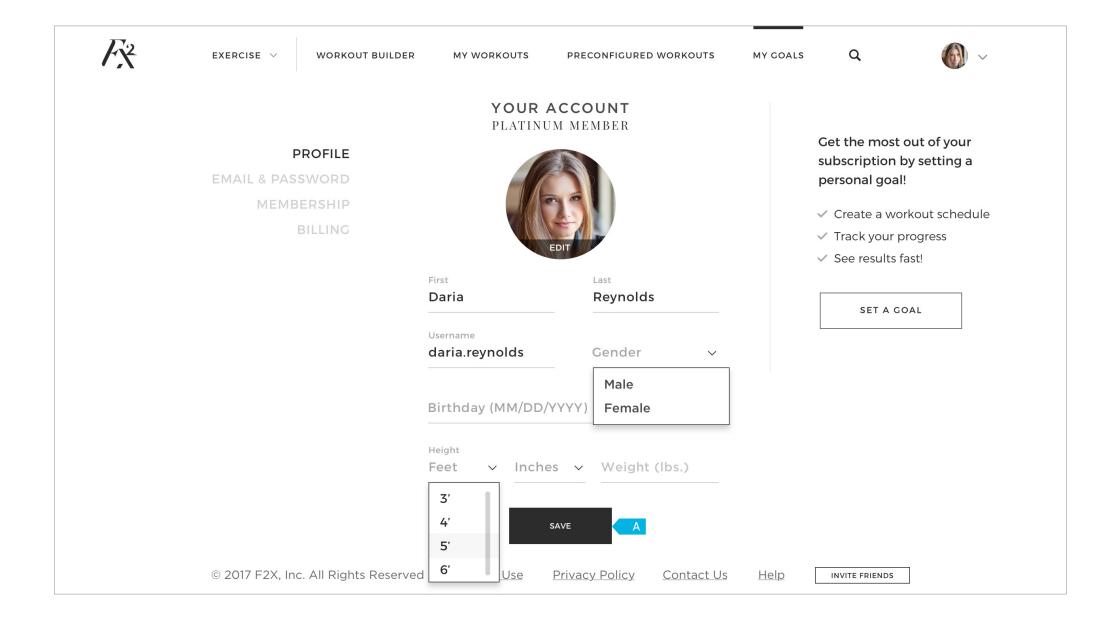




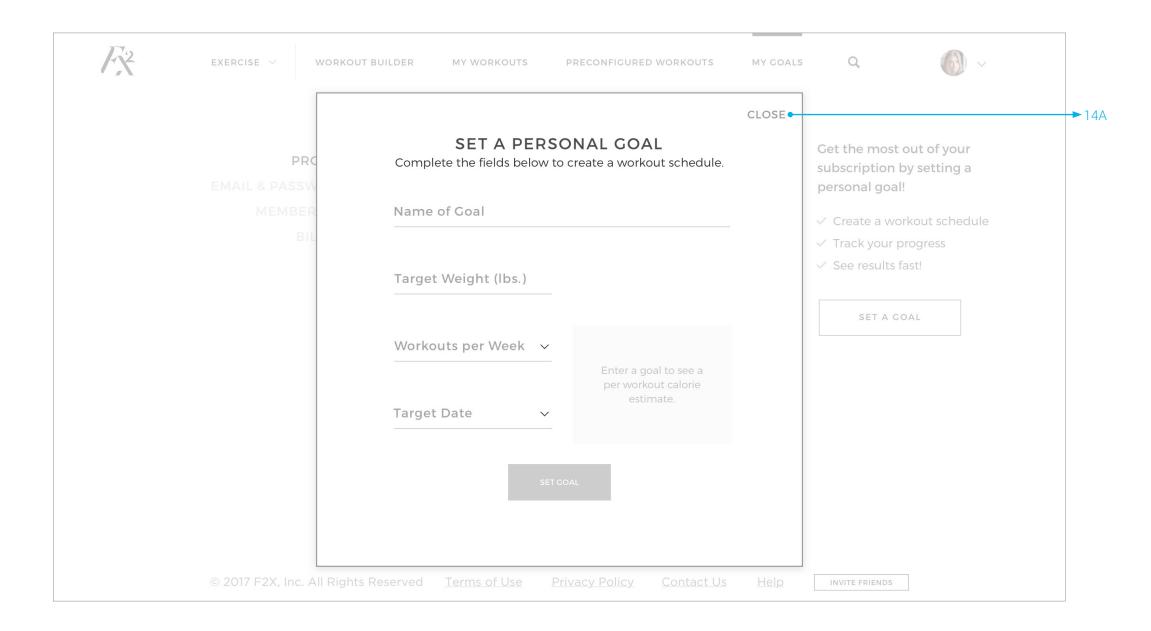
WEB USER EXPERIENCE



A. Save button only appears if the user makes a modification to one of the fields.



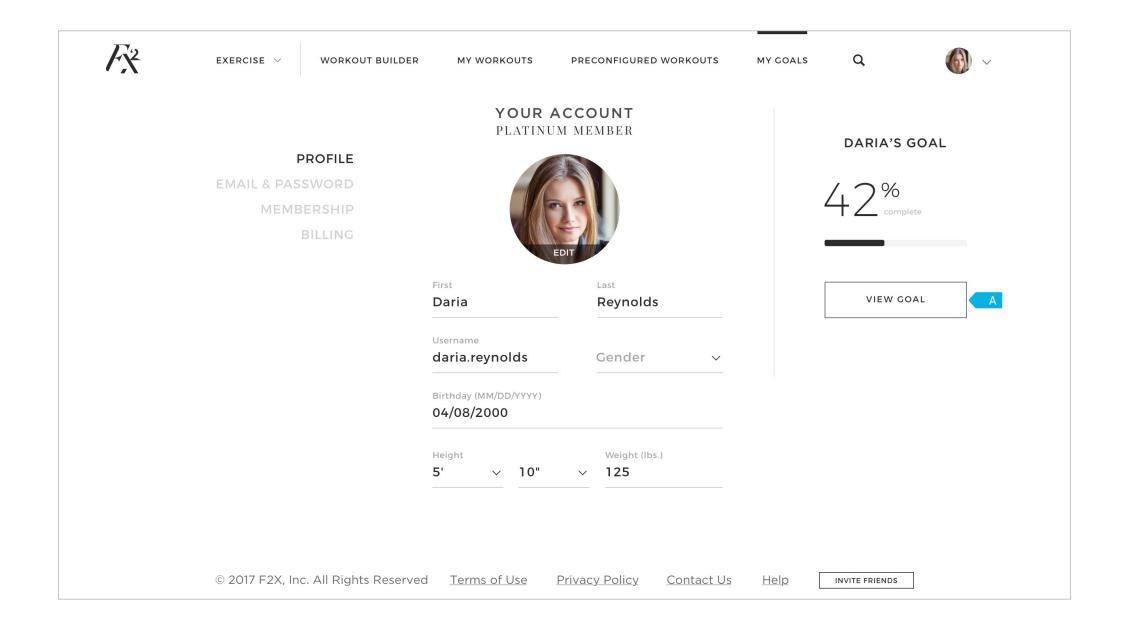




WEB USER EXPERIENCE



A. Once a goal has been set, a widget will appear on the Account page displaying the user's overall progress. The user may also access the Personal Goals pages from here.

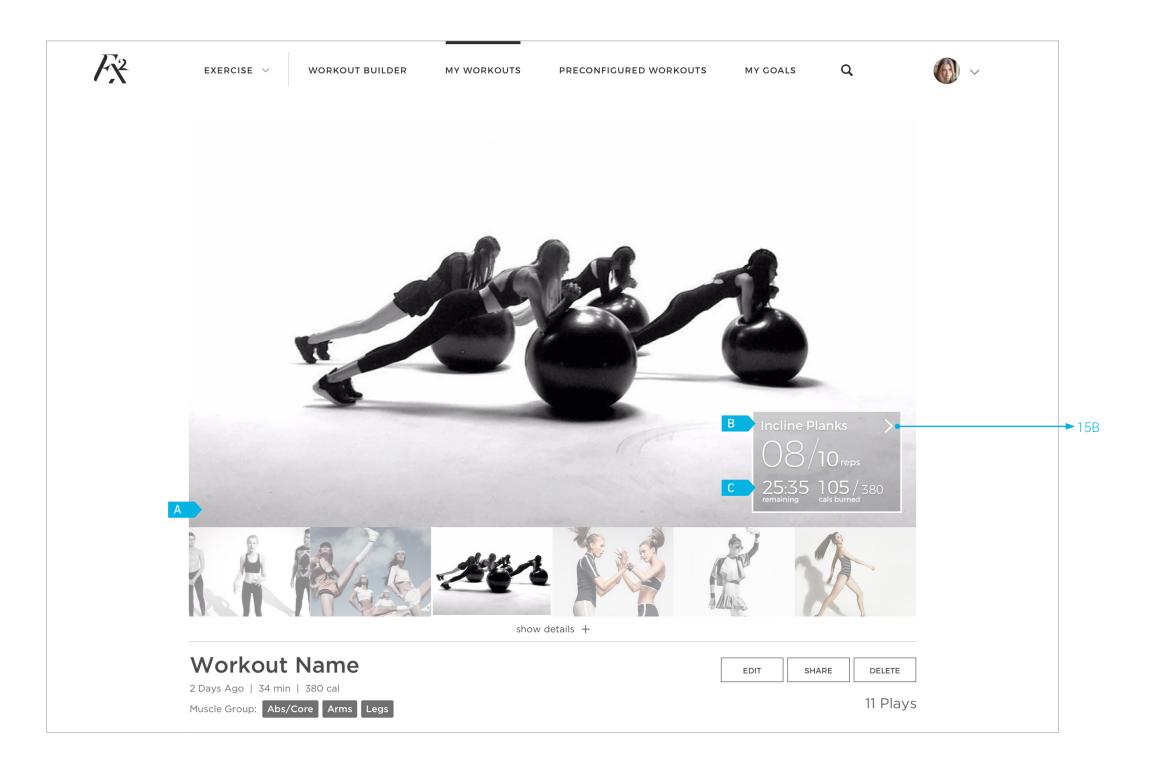




15. Workout Viewer



- A. Once the Workout begins playing (after 3 seconds) the scrubber disappears and reappears only on hover-over.
- B. The metrics gauge provides information about the specific Exercise that is playing.
- **C.** The lower two statistics are regarding the Workout as a whole.



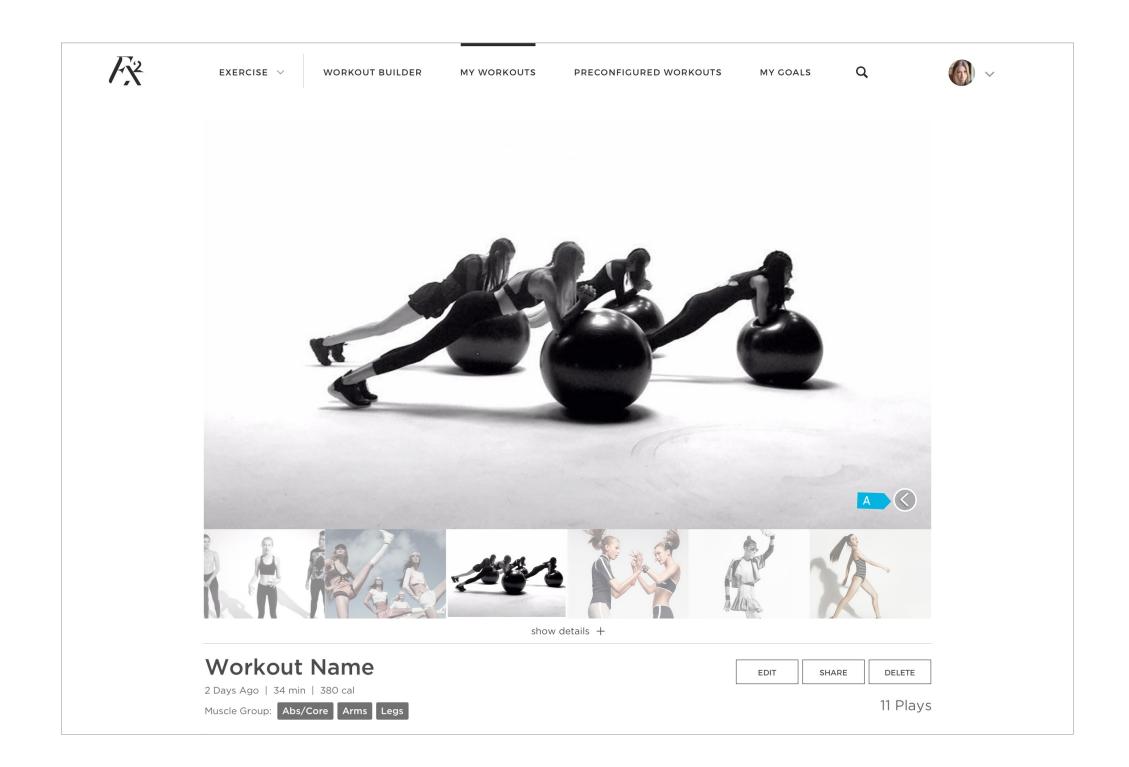


15. Workout Viewer

WEB USER EXPERIENCE



A. If the user clicks this button, the Metrics Gauge is expanded (15A)



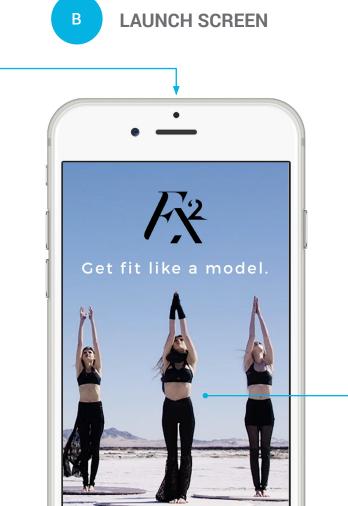


1. Launch (from FI App)

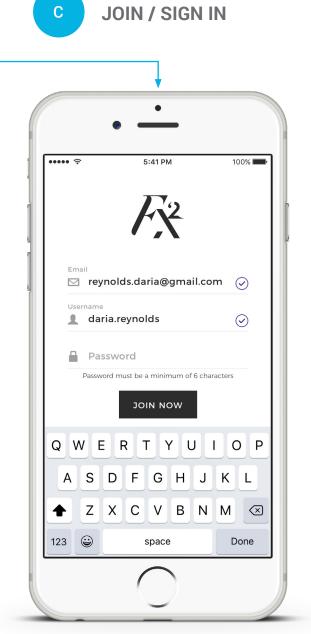




The F2X app will be integrated into the Ford Industry app, added in the navigation bar. Only users that sign up as a Talent will have this 5th tab, Clients will not have access to the F2X tab.



Background image is a 2 to 5 second long promotional video that features a still foreground and animated background.

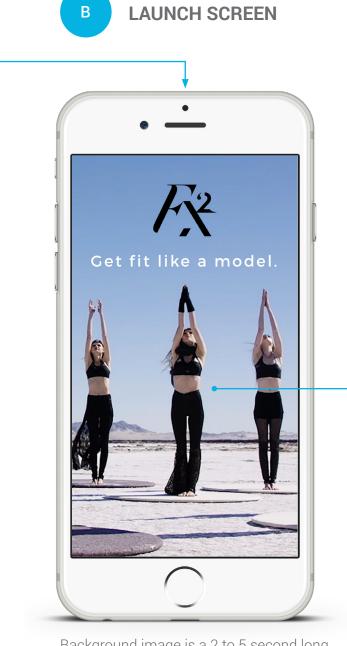


The Email and Username fields of the F2X Sign Up form are pre-populated with the user's login credentials from their FI account (assuming both are unique in the F2X user account database).

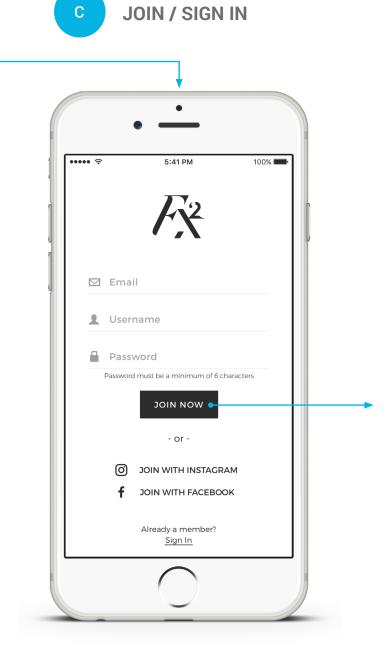
2. Launch (Native App)

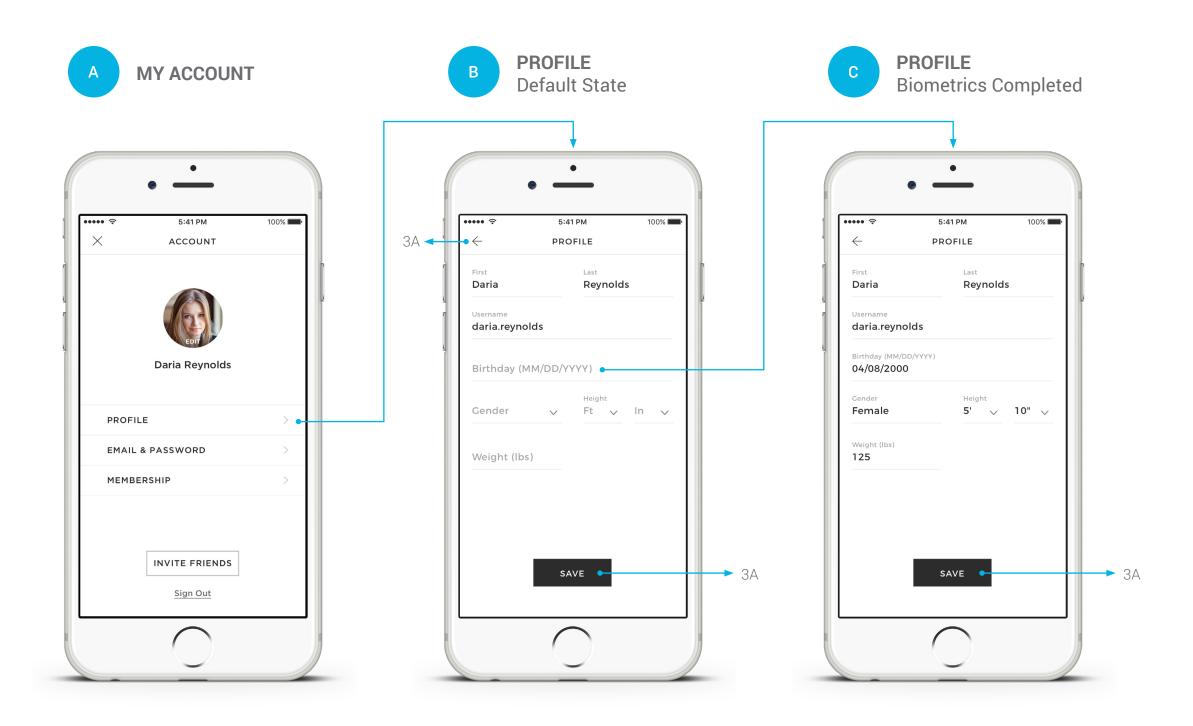


The F2X app will also be available as a standalone iOS app available on the iTunes App Store.

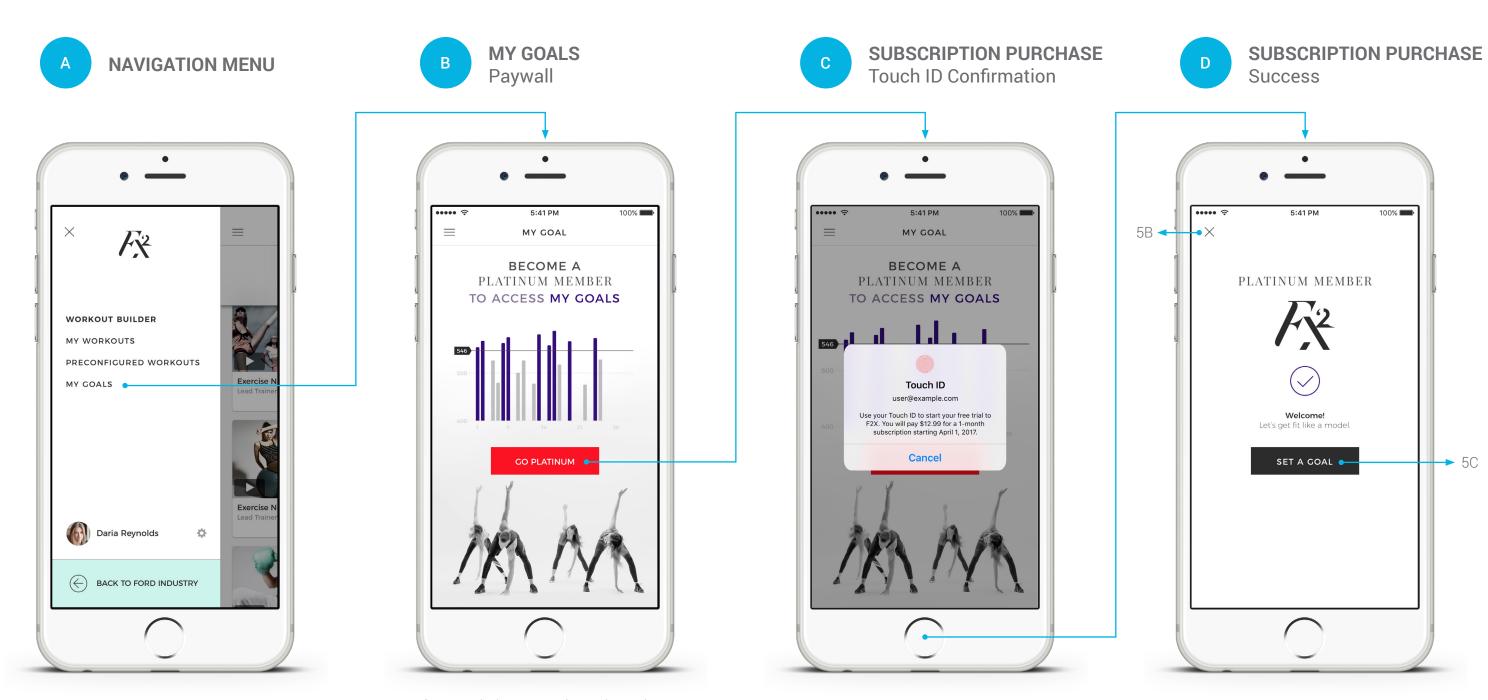


Background image is a 2 to 5 second long promotional video that features a still foreground and animated background. When the app starts, there will be a .5 second to 3 second initiation time that the app has to show a static image, after that point the background will begin moving.

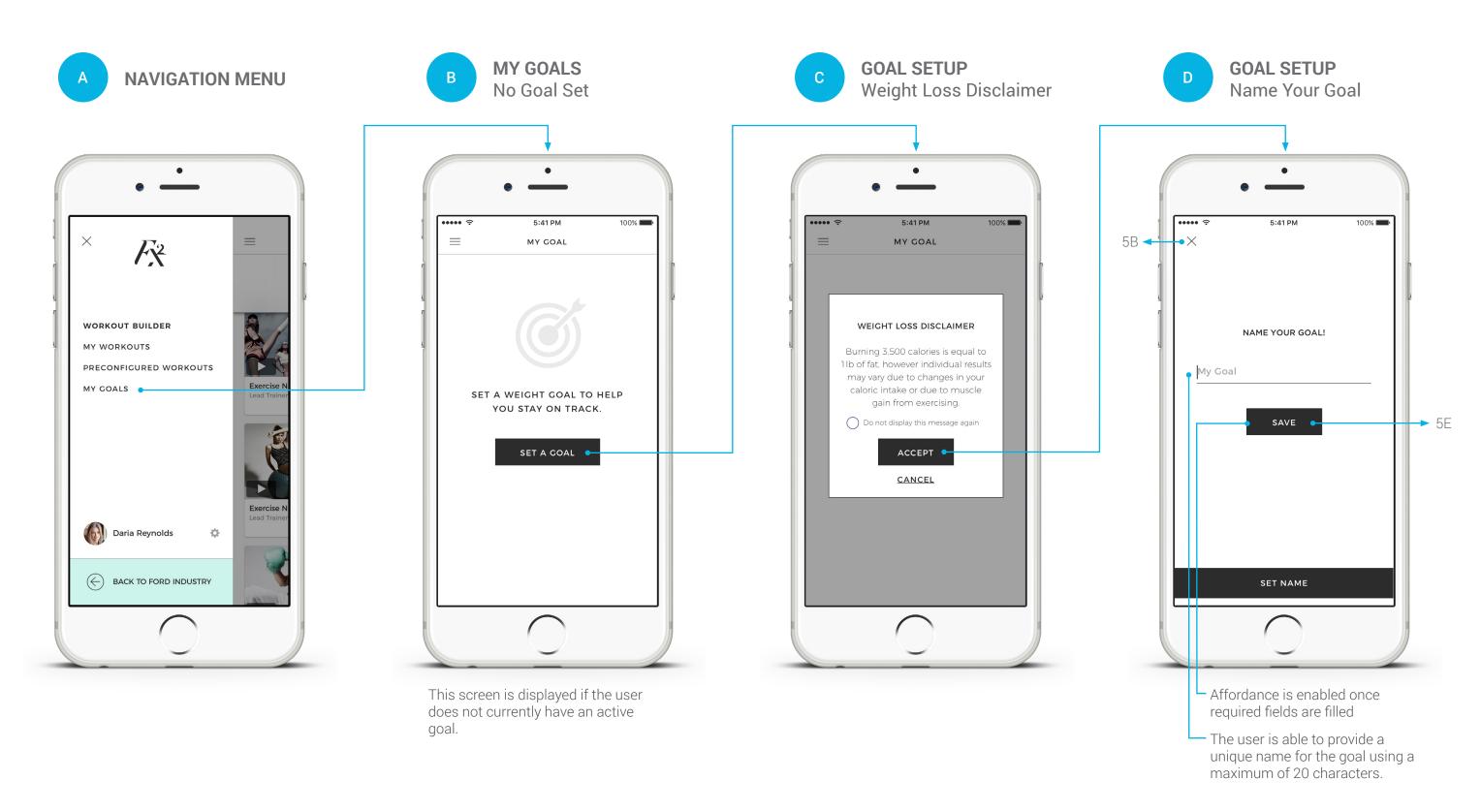




4. My Goals (Non-member)

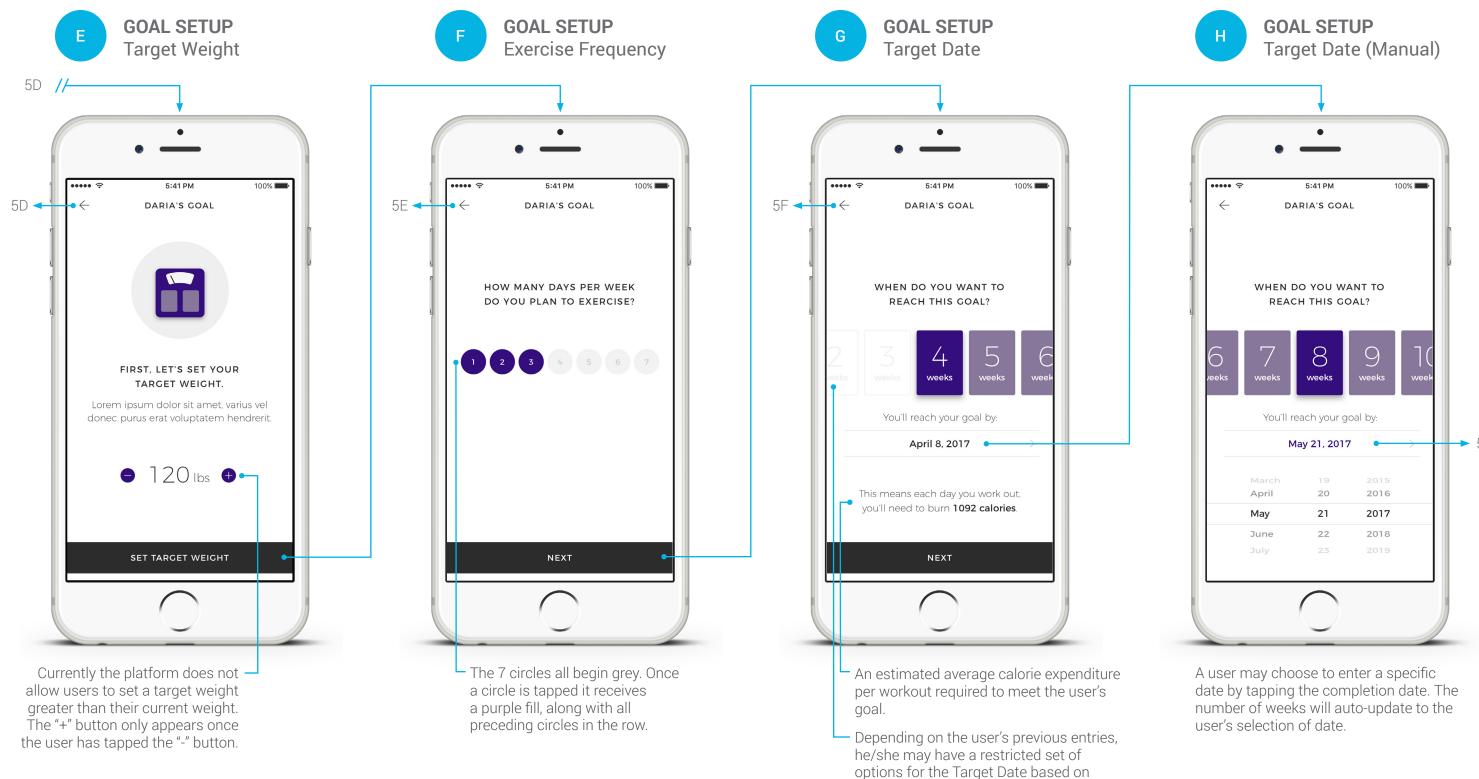


If a non-Platinum Member selects the My Goals tab of the top level nav, they are presented with this page that has a non-dismissible modal over a preview of the Goal Calendar with faux data.



5. Set A Goal cont'd

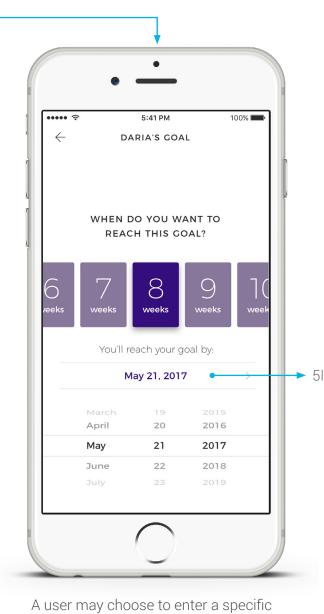
MOBILE USER EXPERIENCE



the set threshold for maximum calorie

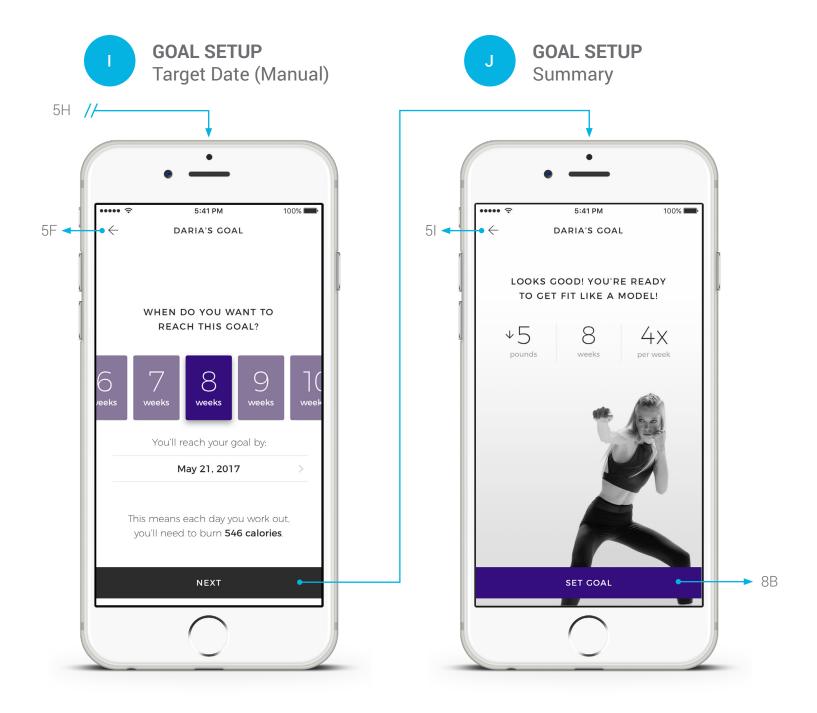
expenditure per workout (editable by

administrator).



neuron

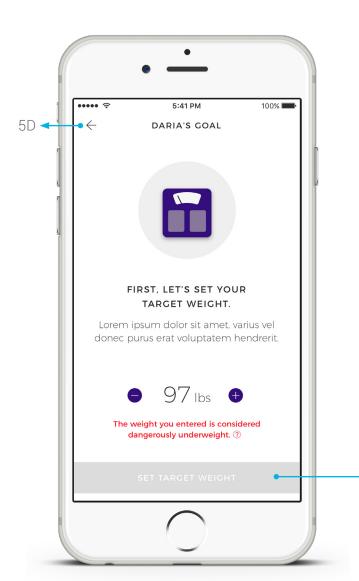
5. Set A Goal cont'd



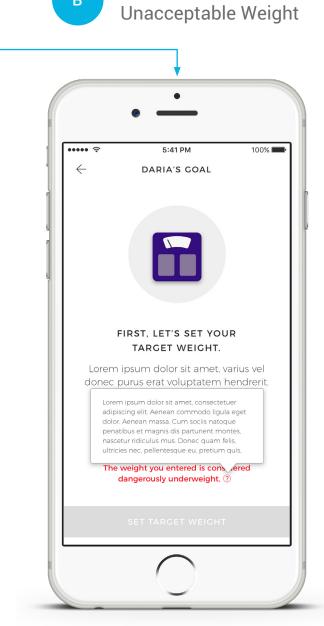
6. Set A Goal - Error Types

MOBILE USER EXPERIENCE





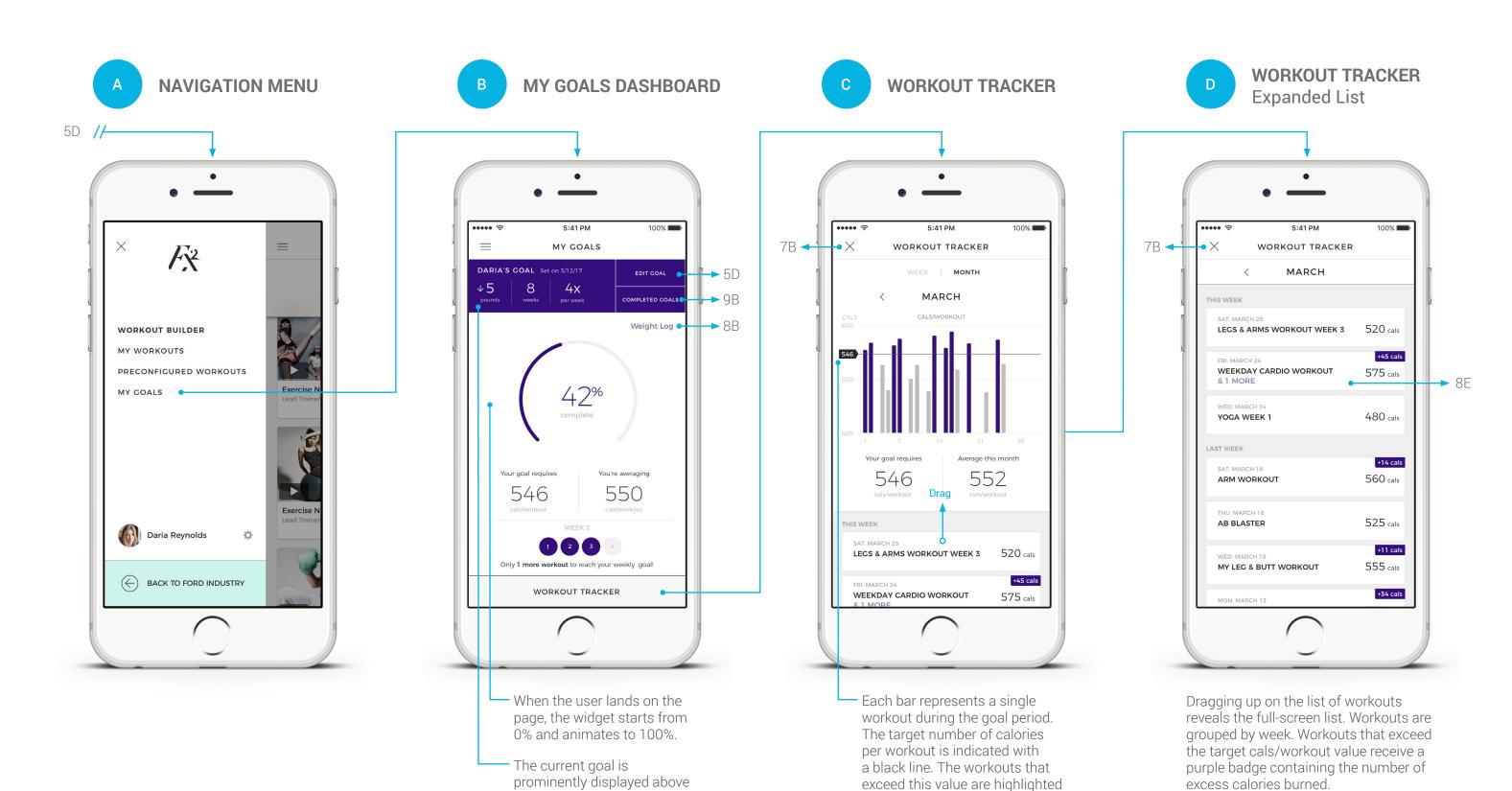
The user has entered a weight loss goal that would place them in the BMI category of "Underweight". The user is able to set the goal, but they are presented with this message.



GOAL SETUP

The user has entered a weight loss goal that would place them below a 16 BMI. The user is unable to set their goal and is presented with this message. The 'SET GOAL' button becomes inactive until the user species a safe weight.

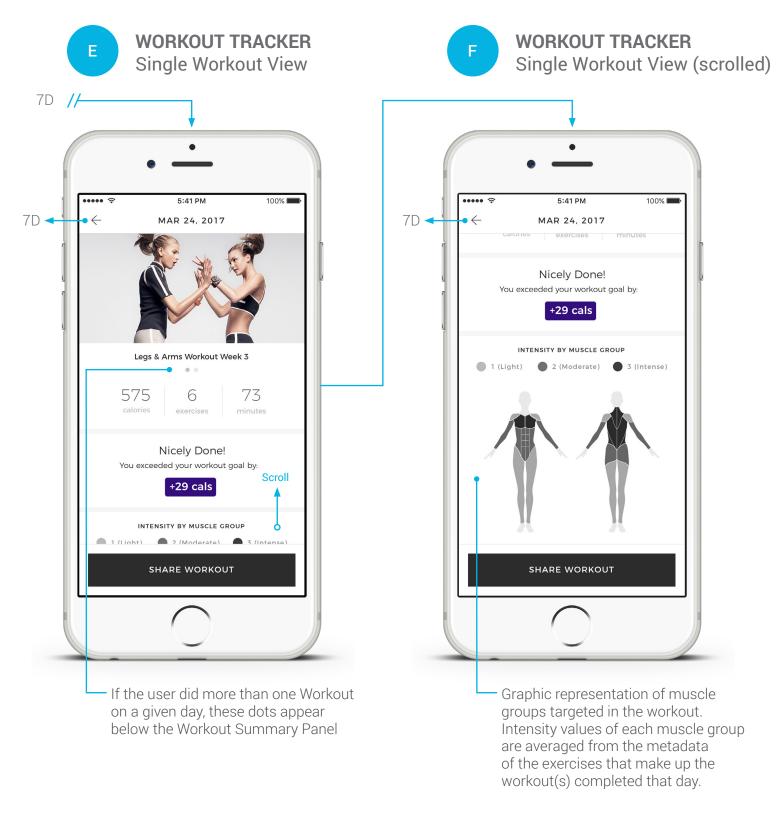
MOBILE USER EXPERIENCE



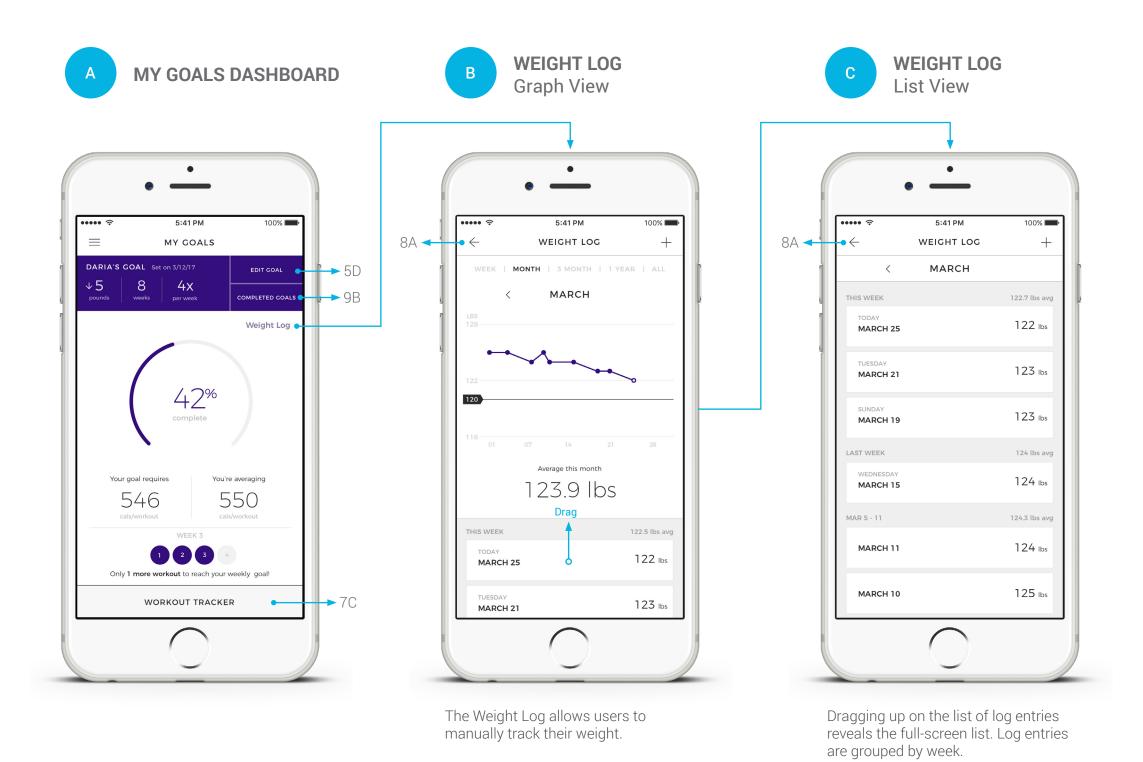
in purple.

the progress infographics...

7. My Goals cont'd



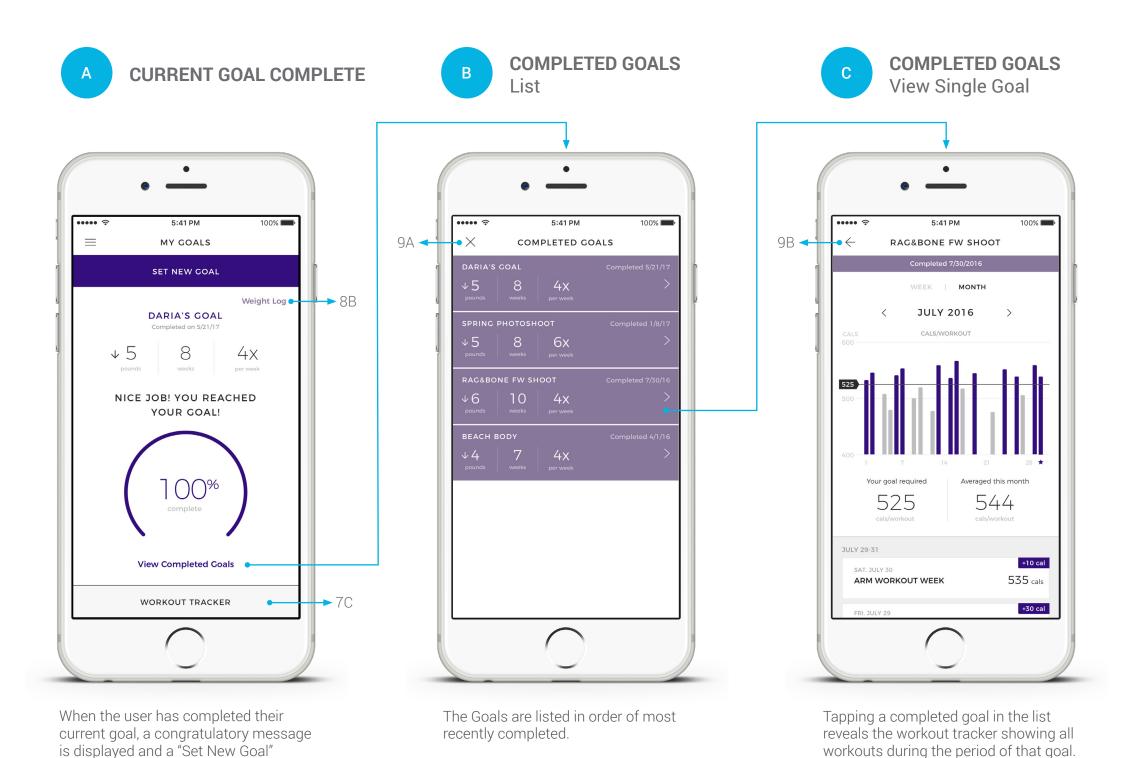
8. Weight Log



neuron

9. View Completed Goals

MOBILE USER EXPERIENCE



neuron

button appears.