

APP DEVELOPMENT SHEET

MOVE APP

App Description

Moveapp is an easy-to-use app for companies and employees to promote healthy activities and sport events throughout the business environment.

Technical Specifications

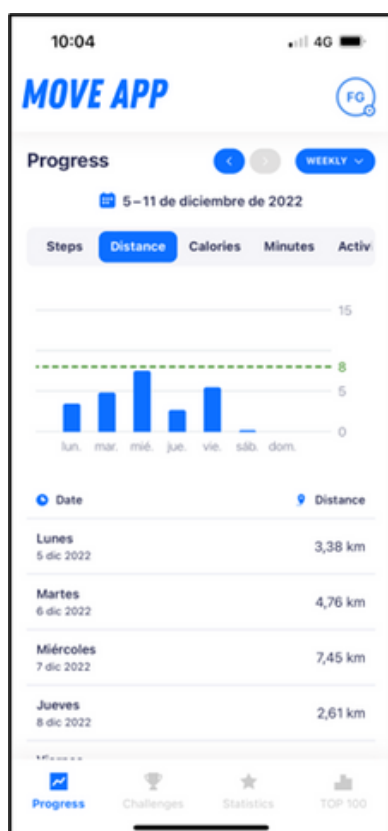
The development will require two main components. Server and Clients.

1. General Explanation of the App

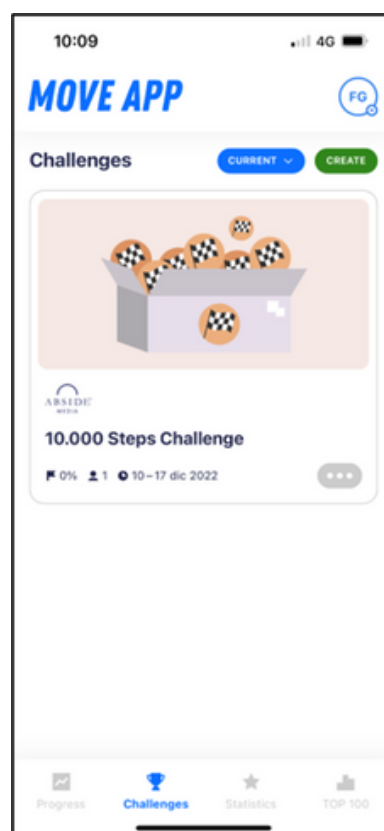
Moveapp is an easy-to-use health tracking app for companies and employees which promotes physical activity through challenges and sport events (2).

Companies can invite their employees to join their organization within the app. Users can then create profiles, connect their health tracking app (like Apple Health, Garmin, Google Fit, Fitbit...) (1) and participate in a huge variety of challenges created by the company admin, so employees can compete with their workmates, reach goals together or compete together with other companies.

We make fitness fun for everyone through prizes, leaderboards, statistics and collaborative team challenges. Providing a sustainable service to companies that want to invest in health and strengthen social relationships between their employees.



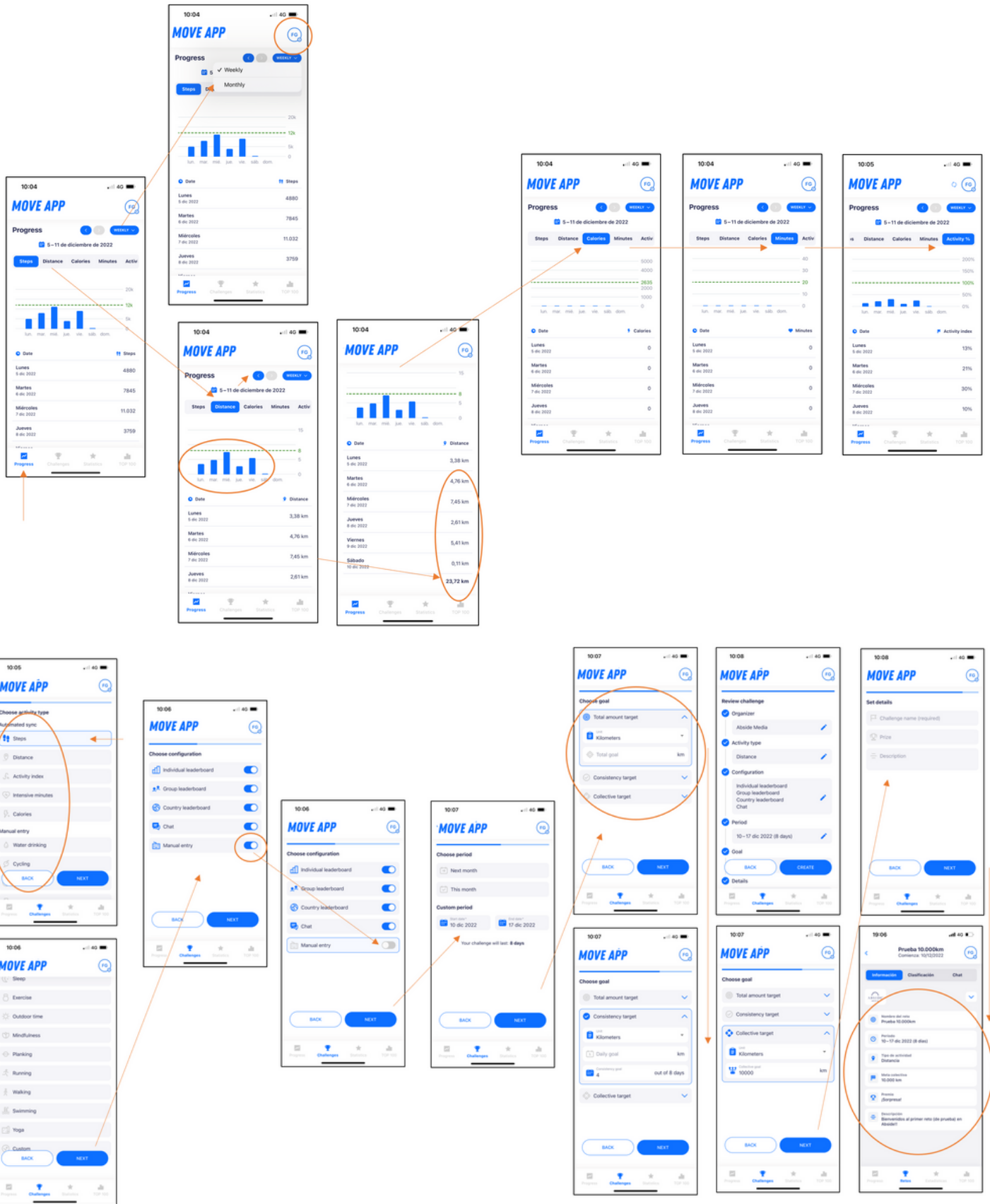
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2. Visual Scheme of the App

(Find attached pdf to see it clearer)

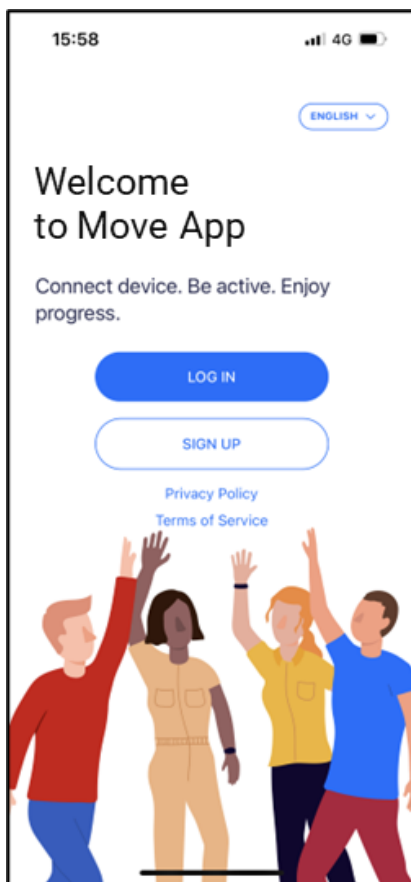


3. Pages of the App

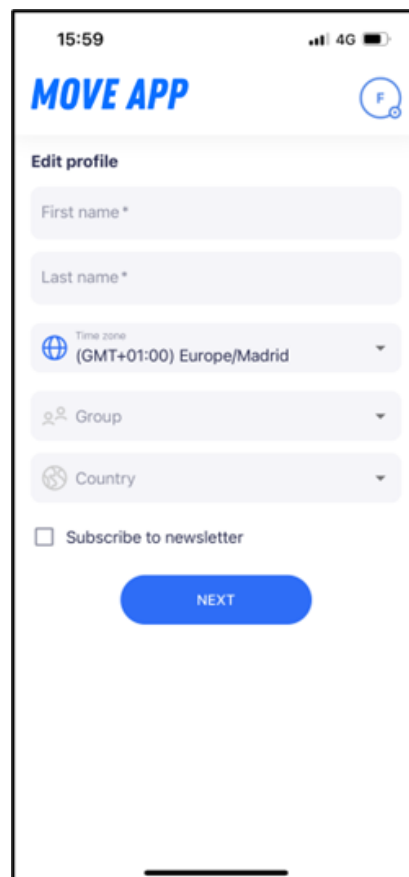
Here you will find a detailed description of each page.

3.1. Log in and Sign up

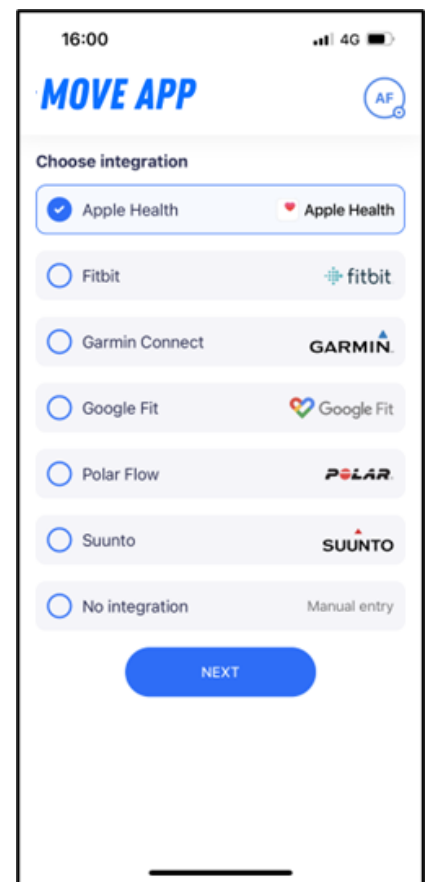
As an user gets in the app for the first time, or after logging out, he has two common options (1): log in or sign up. In case user logs in, he will go directly to page 'progress', but in case he es logging in, user will move forward various steps: Join Move App, create profile (2), medical data and choose integration (3).



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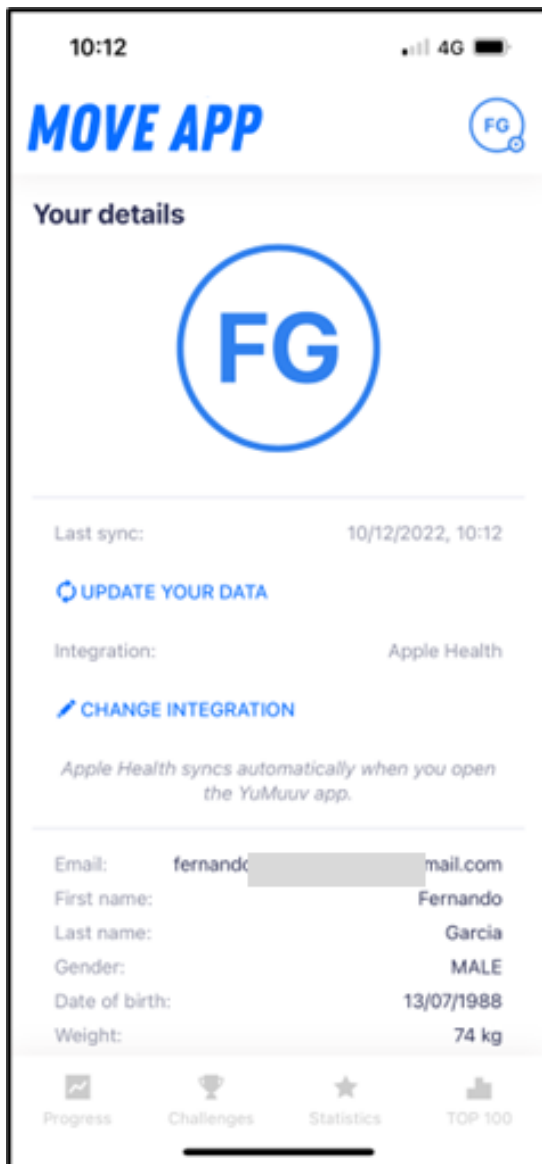
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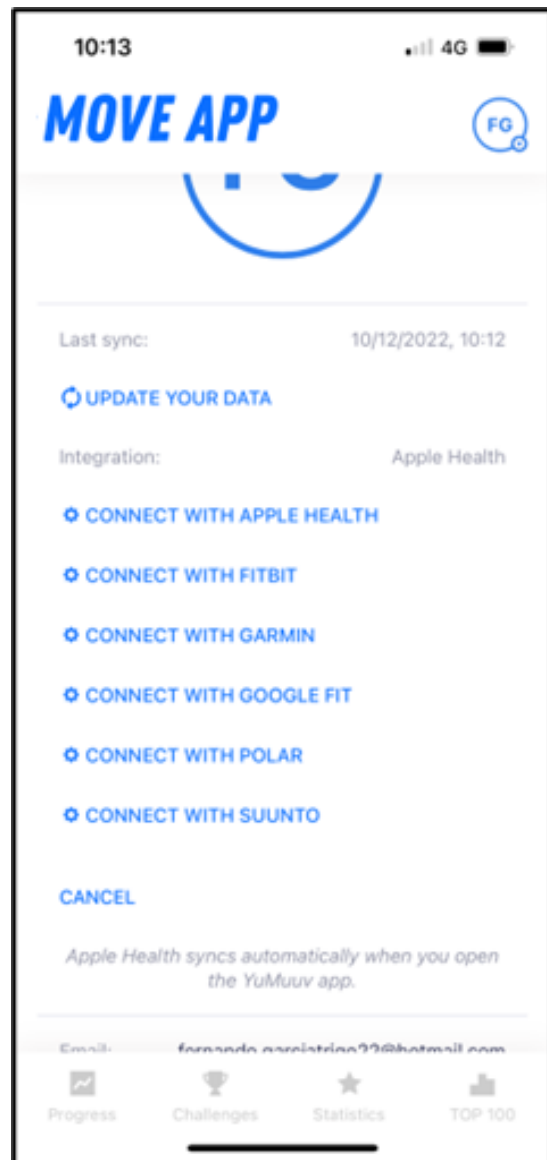
3*

3.2. User profile

On this screen, like on any other app or social network, the user is able to edit their personal profile and configure the different functionalities of the app. Users can change: email, name and various medical data of interest (like birth, weight, height and city), change their profile picture (1), password and join other companies (through their invite code). Here users can also modify their chosen integration with any Health App (2).



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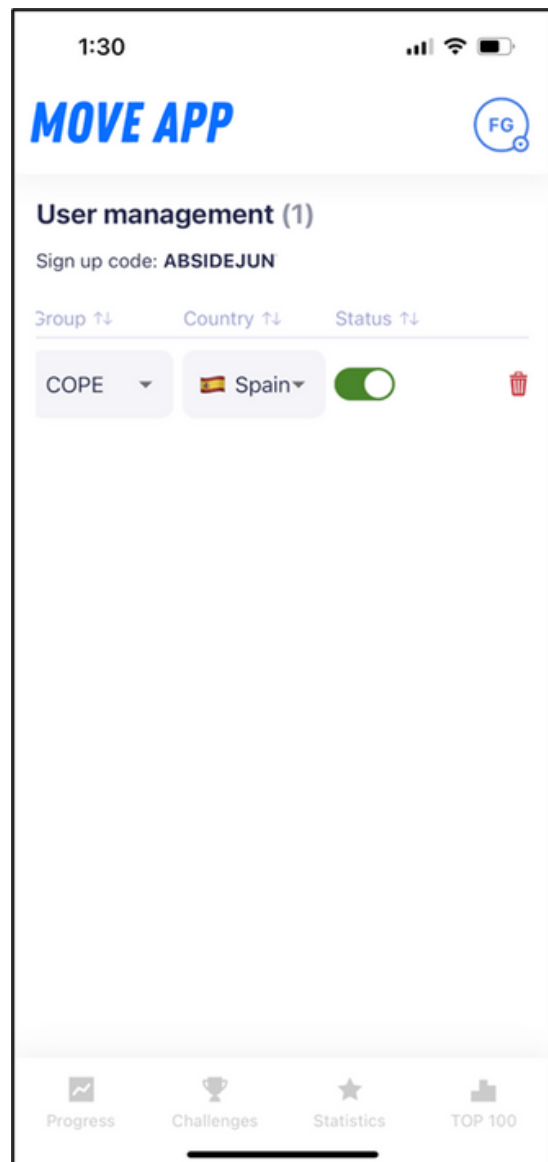
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3.3. User management

Company administrators will have access to users who have joined their company. They can see their names, emails (1), registration dates, groups (inside their companies), country and progress (kilometers, etc). In addition, administrators can deactivate or delete users from their company (2).



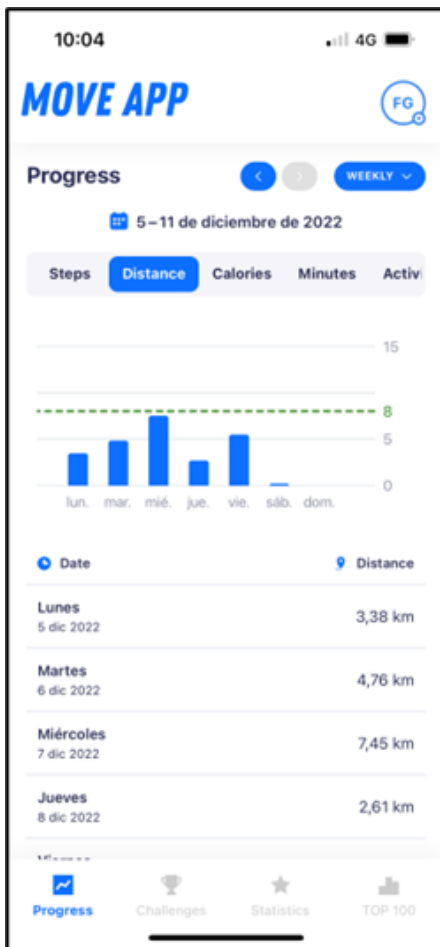
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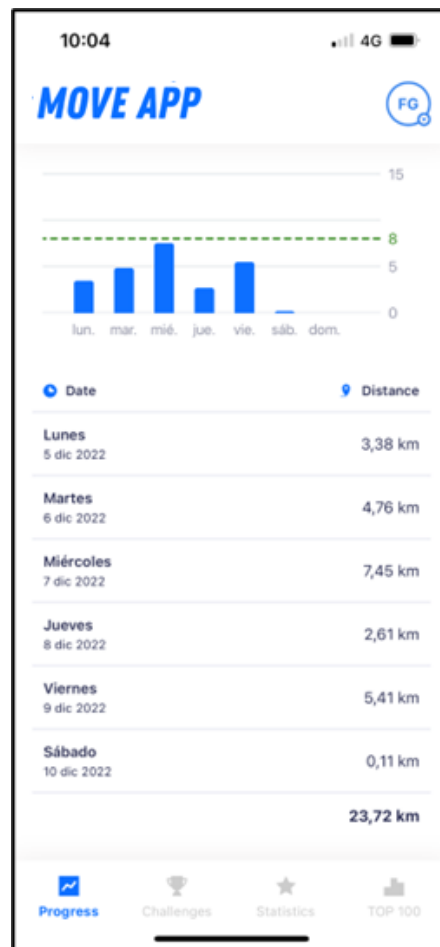
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3.4. Progress

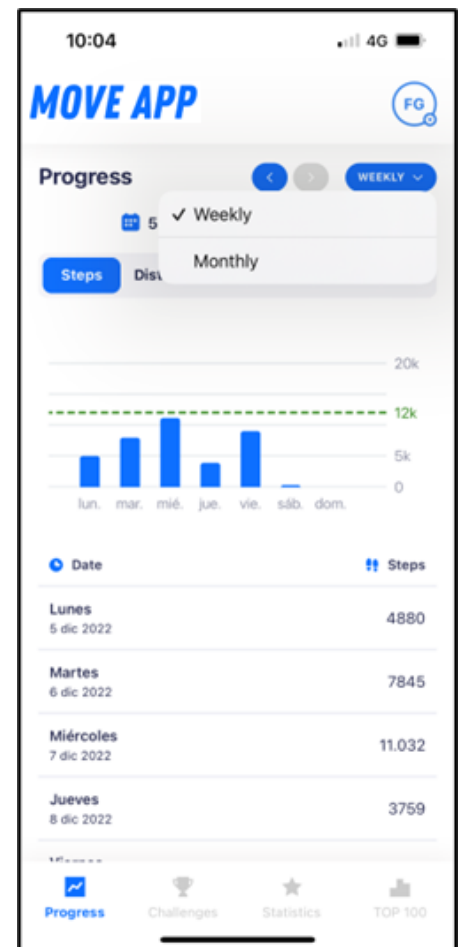
Here, the user can see their individual progress (1). A graph shows you the progress per week or month (3) that the user is making. Users can see the data such as steps, distance, calories, minutes and % of activity. In addition, below the chart, the data from the last few days and the total sum (2).



1*



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3*

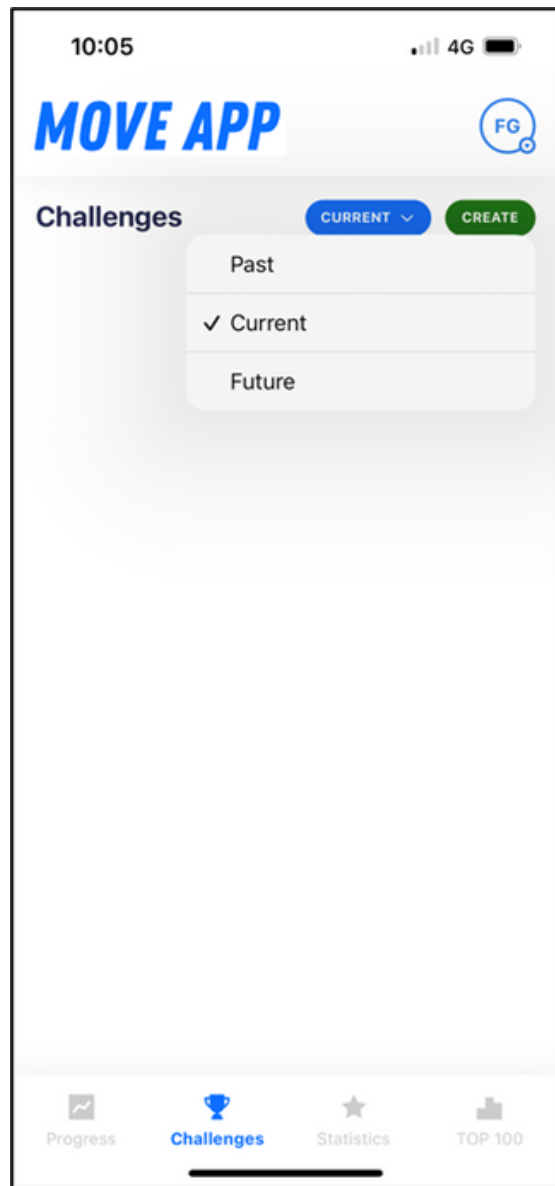
3.5. Challenges

This page will show the user's active challenges (1) in the companies he has joined and his progress. Sortable into past, current and future events (2).

Admins will have a button to create new events.



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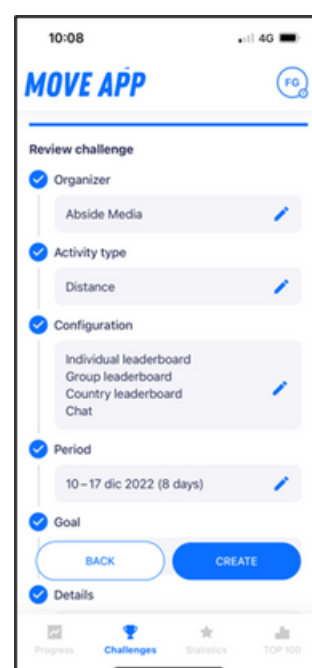
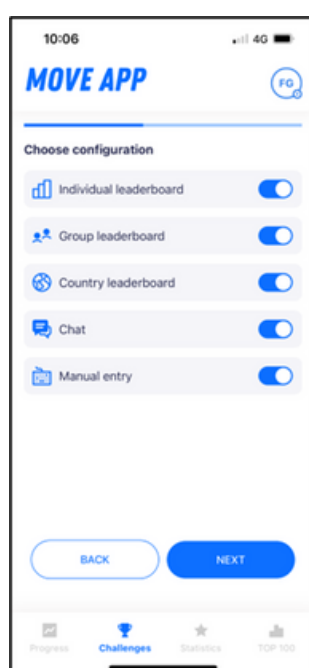
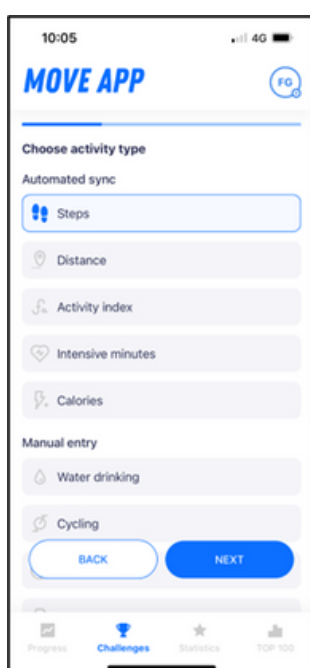
3.5.1 Create new challenges

Admins have the possibility to create challenges. First, select what company will organize the challenge, as an administrator may own several companies. Then, select the type of challenge (1). Next, select what type of activity will be tracked: steps, distance, minutes, calories and % of activity. Next, select the different settings and services within each challenge or event (2). Then, specify the time period during which the challenge will remain active. Second to last, select the type of challenge and its respective goal. Finally, set the challenge a name, a prize and a description (3).

There are two main types of challenges. Competitive challenges, in which users compete with their own progress against each other, and collaborative challenges, where users contribute to the companies' progress.

Challenges can have two kinds of goals. Target goals, in which the progress is made by incrementing your personal score (steps, kms) or consistency goals, where progress is defined as the number of days the user has reached the defined goal (without skipping days).

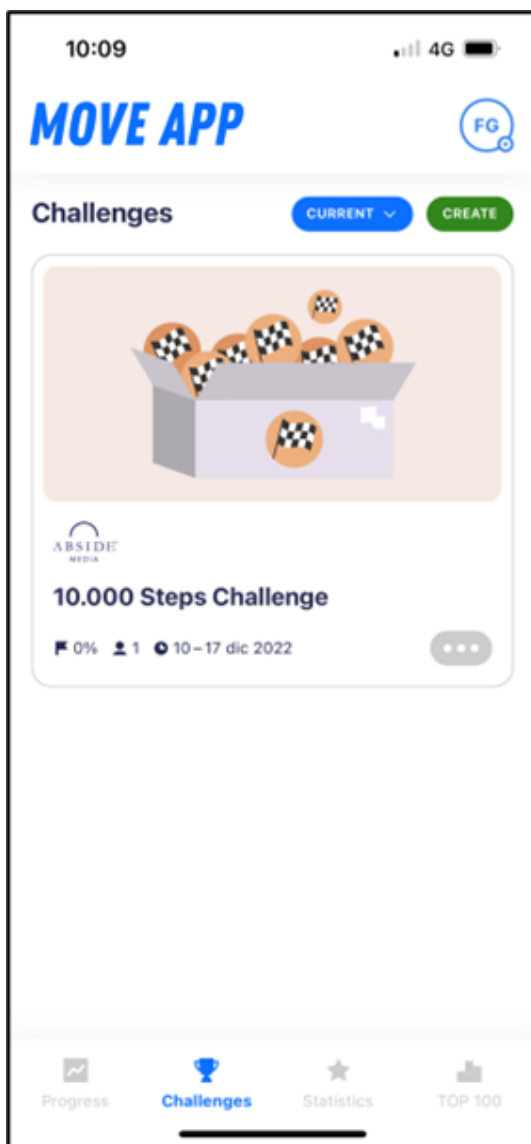
Finally, set the challenge a name, a prize and a description (3).



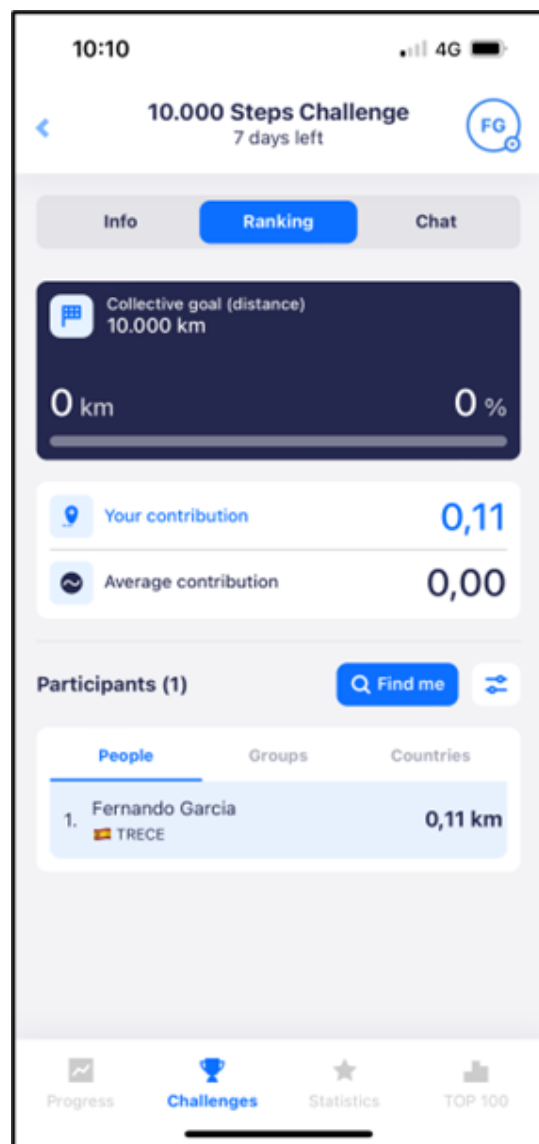
3.5.2. Active challenges

Currently running challenges on companies the user joined (1).

The user can enter any of this challenges and see general information (name of the challenge, goal, prize, time and description), his own progress and ranking inside the challenge (2).



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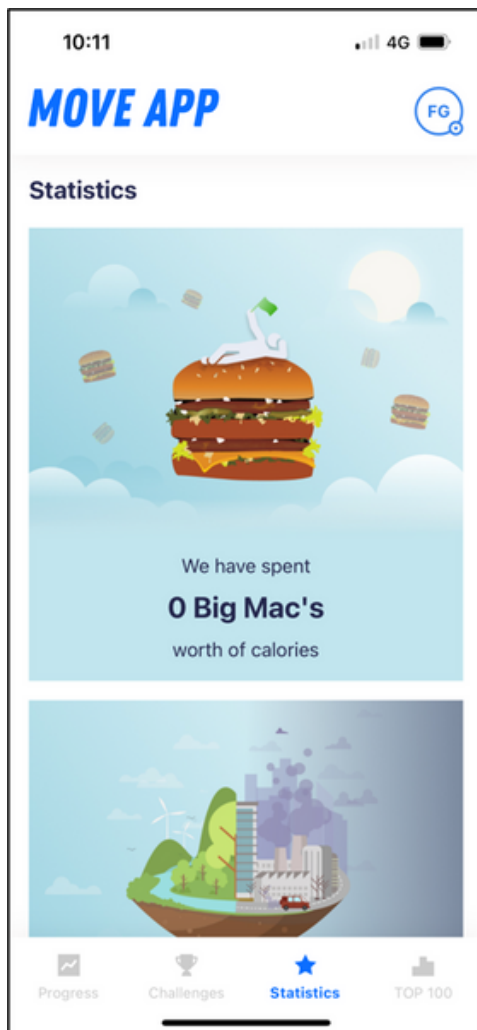


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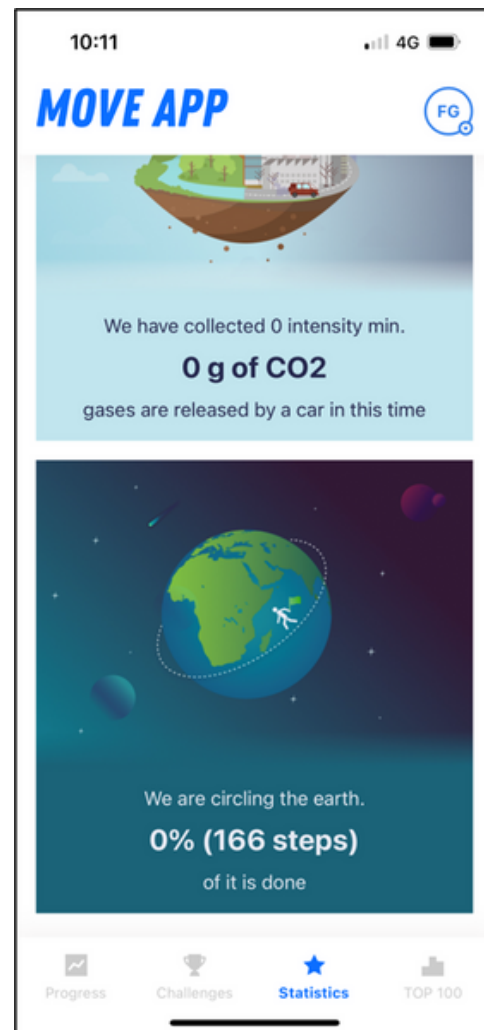
3.6. Statistics

Interesting statistics are displayed on this screen, relating to the millennium sustainable development goals (1, 2). The goal of this screen is that companies and employees can see the positive impact they are having on our planet and their city by using the app and doing challenges. At the moment, we will have 2:

- Circling the Earth in number of steps and %percentage (the total amount of steps to circle the Earth is 61.538.461).
- A full year of activity in hours or days (each minute you are active with the app, it will be added until you reach 365 days or 525.600 minutes).



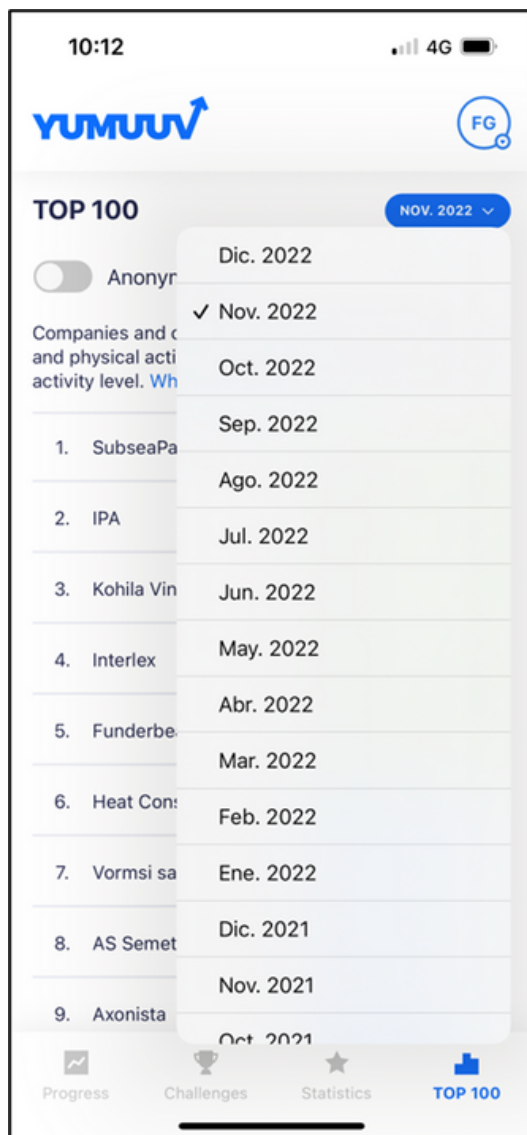
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2*

3.7. Top 100

This screen shows a leaderboard featuring all companies that are using the application (2) with their ranking (sum of amount of steps or kilometers of all their employees). As a company, you can choose to remain hidden or be visible to the rest of the companies (2).



1*



2*

4. Integration and Technical Specifications

The development will require three clients (and a server)

Android and iOS App

- Upload Integration Data
- Fetch events / status
- Fetch other users / status

WebApp

- No integration data upload
- All other functionalities