

General

- app logo
- fonts throughout the app
- color scheme

Screen 1 – Login

- input fields for username and password
- login button
- link to "create account" website
- "invalid credentials" message

Screen 2 – Setup training session

- settings icon
- calendar icon
- (weather icons will be provided by us)
- big button in the middle - probably the logo or some variation of it
- refresh buttons
- list of elements with time for each element

screen 3 – Training session

- list of elements (the same as screen 2)
- check icon for finished elements (the green check in the example)
- running timer (green timer in the example)
- stopped timer (red timer in the example)
- details of the selected element with
 - o header
 - o image (from the local storage)
 - o description text
- finish training button
 - o with confirm dialog

The elements in the list on the top can be clicked (to start/stop the timers) - that should be intuitive to the user.

Screen 4 – Exercise details

Screen 4, 5 and 6 belong together and show the details of an exercise.
A combination of images, youtube videos and text.

Screen 5 – Exercise skills

A graphical representation of a topic like "coordination" and its value between 0 and 100.

Screen 6 – Exercise prerequisites

A representation of a prerequisite like "player" and an integer value.

Screen 7 – Setup skills

According to screen 5, but not read-only. The user can choose values on a slider. The value itself must not be shown; slider is enough.

Screen 8 – Setup prerequisites

According to screen 6, but not read-only. The user can choose for different categories like "player".

Screen 9 – Settings screen

- The team value should be a dropdown where he can choose one of several teams
- Username
- Links to static pages
- Logout button with confirm message