

# Usability Requirements Document

## Fitness Tracker Mobile App

**Date:** [Insert Date]

**Prepared by:** [Team/Author]

### 1. Purpose

This document defines the usability requirements for the Fitness Tracker Mobile App. The aim is to ensure the app is intuitive, efficient, and satisfying for target users to achieve their fitness goals.

### 2. Scope

The usability requirements outlined apply to the iOS and Android versions of the mobile app.

### 3. Target Users

- Users aged 18-60 years
- Beginner to advanced fitness enthusiasts
- Non-technical and technical backgrounds

### 4. Usability Goals

- Easy onboarding with account creation in under 2 minutes
- Users can log a workout in under 3 steps
- Navigation should not require more than 2 taps to reach any primary feature
- Consistency in icons, labels, and interaction patterns

### 5. User Scenarios & Tasks

1. Create a new user account
2. Log a running activity
3. Track daily steps and calories
4. Set a fitness goal
5. View weekly progress report
6. Edit user profile

### 6. Usability Requirements

Requirement	Description	Success Criteria
Learnability	New users can understand basic functionality after first use.	85% of users complete onboarding and log first activity unaided.
Efficiency	Users perform key tasks quickly with minimal steps.	Log activity in $\leq 3$ steps. View stats in $\leq 2$ taps.
Memorability	Returning users easily recall usage and navigation.	No re-onboarding required after 1 week of non-use for 90%.
Error Tolerance	Minimize error rate, provide clear feedback and recovery options.	Error recovery options for all input fields; undo available for deletions.

Satisfaction	Users find the app pleasant and satisfactory to use.	>80% user satisfaction in post-use survey.
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## 7. Accessibility

- Support dynamic text sizing and screen readers
- Touch target minimum size: 48x48 px

## 8. Constraints

- Must support latest two major versions of iOS and Android
- Designed for screen sizes from 4.7" to 6.7"

## 9. Evaluation Methods

- Usability testing with 10 representative users
- Heuristic evaluation by UX experts
- Surveys and analytics post-launch

## 10. Approval

Reviewed by: \_\_\_\_\_

Date: \_\_\_\_\_