# Discovery and Requirements Gathering Health Bracelet

Discovery and Requirements Gathering known as phase of methodology agile that for development of a health bracelet project. This is to revolutionized the wearble devices that have emerged as valuable tools for monitoring and improving personal health. This phase is to successful implementation of agile methodology throughout the project lifecycle

The Discovery and Requirements Gathering phase is the first step in an Agile project's lifecycle.Objective if this phase if to identify what needs,expectations and goals of project health bracelet and concise project requiment.This phase set of stage for collabration,communication and share understanding among the project members what to do

In an Agile’s project, a user-centered approach is essential. This is to involves conducting user from research and gathering user stories to gain a deep understanding of target audience. In the next context of a health bracelet, the team must identify what user ‘s health needs and must desired functionalities and any potential that maybe them will be challenges. This information is critical for designing an effective for user friendly product.

The Discovery and Requirements Gathering phase allows the project team to iteratively design and develop prototypes of the health bracelet. Th agile methodology emphasizes early and continuous feedback to enabling team for make another necessary adjustments throughout the process . In the design review and testing , the team can refine what needs for product requiments and ensuring that the final solution as well like their expectations