Scenario: You are an athlete/student at the University of South Carolina who struggles to maintain a balance of academics and sports. You are constantly walking around campus and often find yourself dehydrated. You would like to use the hydration app to keep track of how much water you drink and be reminded of how much you should be drinking.

Task 1: Assume that you have drank 3 cups since you last updated your hydration level. Add 3 cups to your tracker.

Task 2: Change your reminder notifications to send you reminders every day at 4 PM.

Task 3: Add 2 more cups to your daily goal. Then add 3 more pounds to your current weight.

Things to Change:
- Settings button should be more obviously labeled (could be because the drawing wasn't perfect, but should be labeled with words.)
- Make it easier to change how alarms are set - daily notifications are good, but maybe limit it so there are *only* daily notifications
- Hard to find where to update the goal - put this in settings instead of on the screen that lets you add water

Things to Keep the Same:
- Simple and easy interface - users were not confused or overwhelmed by the UI
- "The app does what it is meant to do well" - keep the same amount of screens that we already have because there is no reason to have more
- Convenient to be able to scroll when changing settings rather than having to type things in