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Deliverable 5

After our customer meeting, we decided to modify a few things about our project design. Our customers gave us a lot of great feedback that we have discussed and are taking into account. Overall, they seemed excited about our app and had many positive comments. They enjoyed our mission statement a lot, so maybe we will include it somewhere in the app, possibly the first time you open it after it is downloaded. They also praised us on the simplicity and ease of use that we plan on our software having.

The customers helped us make a decision on a few little things that we were still unsure about. For example, Nicole wanted to have a toilet icon on the home page that fills up a little bit more every time you tell the app that you peed. If you reach your recommended number for the day, the toilet icon would become full and then flush or something to be ready for the next day. However, the customers decided that this was too graphic. Also, we were not sure if our app should use push notifications. We were thinking we would notify the user when they are not on track to meeting their pee rec number for the day. We were considering another notification that would warn you if you pee way too many times, since you could be over-hydrating and hurting your body. Our team and the customer team decided together that these notifications would just be annoying, and would not be worth the work. Most users probably would have them turned off anyway.

The customers also had many suggestions for new features to add to our app. They were enthusiastic for a user reward system. They want to make it more fun by giving some sort of prize if you do well and hit your pee rec number. They suggested that we give "badges" for hitting certain goals. As a group, we decided to not include this. The badges seem very pointless, and it is hard to come up with a better "reward system" for such a simple app. The customers had concern: What if they accidentally pushed the pee button? We will need to make some way to undo an accidental click. This should be a fairly easy addition to our code. Another feature that the customers wanted to see is just a basic information page. We decided that we should add a "general information" tab, along with "Me", "Stats", and the home page, "Pee". We will name this "Info". Here, we can include our problem and our mission statements, and also facts from our research, and of course our cited sources. This will allow the user to know that our algorithm and idea are legitimate and scientifically proven. Something else that the customers wanted to have is the ability to update your pee rec number if you want to. This will be added as an option when you go to the "Pee" tab, and then click "Edit". Our group agreed with this feedback, because we are not doctors and do not know everyone's situations. For example, someone who wants to use our app could have a bladder problem where they have to go much more often than a person with a healthy bladder would. Their urologist has suggested to them that they aim to go to the restroom at least 18 times per day, even though our algorithm would only suggest 11 pees per day. We want to allow this person to still benefit from our app.

The customer group's feedback on our wireframes and algorithm was very helpful to us. First off, they wanted us to use larger ads for more profit, but that is not a priority to us. For our "Stats" tab, the customers had some requests. They want to see how many times they had peed in past days, and also how many pees short they were for each given day. They also want weekly charts, and then the average number of pees per day since they began using the app.

We think that this will be a nice addition, and the weekly chart and average may even encourage users to not skip a day of using the app. The customers noticed that our wireframes did not include a disclaimer. We plan on including one when the user first downloads the app and puts in their basic information. This disclaimer must state that we, the app creators, are not medical doctors, and that the pee rec number is not guaranteed to be accurate for every single situation, although it usually will be. If the user is pregnant or has any health problem that could affect how you urinate, the app will not be as accurate and helpful.

This brought us to another question, how to certain substances affect how often we pee? There are so many foods that are diuretics, which will make us urinate more often than we would have without them. Things such as coffee/tea, alcohol, cigarettes, and fruit are some of the most common ones. This is a crucial problem that we need to address. So, we decided that we will need to incorporate this into our algorithm, so that the user input includes how many of these substances they consume. We will ask if the user drinks coffee or tea, and if so how many cups average per day, and we will ask if the user smokes cigarettes, and if so how heavy of a smoker they are. This information will affect the pee rec number.

There is one last thing that the customers pointed out. We are a little unclear when we ask for the user's estimated "sweat level". We just need to clarify that this may correlate to how active you are. For example, a person who does not go to the gym or exercise heavily should have a lower sweat level than someone who plays basketball every day for an hour. We will fix this by adding a tidbit in when we ask for the sweat level, just letting them know that their sweat level should correlate to how much you exercise.

Overall, the customers were very helpful with some decisions that our group needed to make, and even sparked a few new good ideas.