

CS 122

Final Presentation

Hydration Reminder

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Recap

- 60% of the human body is water
- Hydration is a necessity, but people often forget to drink water
- Dehydration affects focus, energy, and overall health
- Dehydration leads to headaches, fatigue, and reduced productivity

Our Application Goals

- Uses a smart clock functionality to keep track of time and send out reminders when it's time to drink water
- Goes beyond just sending user water reminders — adapts based on weather conditions (humidity), workouts, and lifestyle
- Simple design to ensure it is user friendly

3 Functionalities



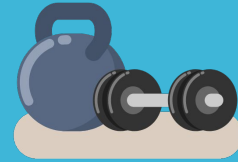
Functionality 1

Provide water intake reminders with compliments
On time (1hr per reminder)



Functionality 2

Adjusts user's water intake goal based on the humidity of their location



Functionality 3

Accounts for user's workout intensity to ensure they are properly hydrated

Demonstration



Challenges We Faced

- Limitations of tkinter for better appearance
- Ensuring that the application works quickly and efficiently
- The api calls have a limit of how many times they can be called in a specific duration

Hydration Reminder 2.0

- Some way to get better appearance for UI
- Improve the screen of humidity API, so users can visualize it
- Spend more time bug testing to make sure values are correct
- Speeding up the application – specifically when updating the location
- Either purchasing an api license that allows us to have more calls per minute or utilizing a different api documentation

The background is a solid blue color with abstract, wavy, darker blue shapes flowing across it. Scattered throughout are numerous small white dots and circles of varying sizes, some of which are slightly blurred, giving a sense of depth or motion.

The End

Any Questions?