Design Sprint Day 2

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1. Goal of the App:

* Signup and login interface when the app is opened.
* Intuitive home screen to help user navigate more effectively and cut down on confusion
  + Minimalistic one-page design
  + Large, clear icons
  + Chores that need to be accomplished that day
* Calendar system to assist with task completion
  + Second icon on home page so that it will be easy to find
  + All future and completed tasks will be accessible to show who completed what
* Household breakdown
  + Shows who has done what over the week/month and quantifies it (ex: Steve has done 5 things this week while Ed has only done 2)

1. Ideas (non-intuitive features):

* Having a clean and sleek design.
* Our app’s purpose is to help people maintain cleanliness in their living space so the app needs to reflect that idea.
* Color palette that reflects cleanliness.

1. **The Goal of our App** SmartRemind is to help roommate keep the house clean. It is an app that will remind the roommate about the chores they are supposed to do that week. They are able to mark checks as they complete the house chores.

**Team generated features list**

**Features**

**App name SmartRemind**

Minimum Features:

Overview

Calendar

To do list

Chores

User journal

Settings

Easy to navigate

Simple clean design

Log in/Sign up

How many chores a person has completed

Give notification when the chore is due and when it’s done.

Stretch Goals:

Share Feature for inviting roommates:

Send out push notifications for any major event that roommates may need to know:

After notification of the work done, take a picture and upload with a log.

If something is reoccurring it can alternate between multiple people

Able to chat in the app.

**Solution sketch**

