Project Scope
Group 9
August Dillner, Andres Arriagada, Isak Borovac,
Max Magnusson, Mattias Lind

Mockup and imagination of our app
People have always had to consume water. Some consume too little while some drink too much. None of these habits are good and instead we want to promote a healthy lifestyle by creating an application that shows you how much water you have to drink each day based on your body. The app allows you to track your daily water intake and will notify you if you have consumed too little or too much water that day.

Drinking clean water is of course very important and we will therefore combine our water tracker with a function that tells you if the tap water in your location is safe to drink.

We feel that creating an app that will help you track your daily water intake and show you where there is clean water available will be beneficial for people. We want to create a "streak" system within the app that promotes logging your water intake which in turn would probably mean that more users actually achieve their daily goals.

The app should feature a few of the following features:
- Tracking of water consumption
- Index of tap water quality around the world
- GUI
- Set goals for water intake
- Logging historical water intake

The one and only milestone for this project will be in 4 weeks when we are at the half of our timeline. By then we will want to have a functional application with most of the features implemented. We will then want to use the remaining time to conduct tests of our application which we will then use to improve the app further and also finalize implementation of more time consuming parts.

Some extra features would be the ability to help the user regulate their water intake by a self report of their pee color. Entering things like caffeine or alcohol could also make the app give some recommendations on how much extra water you should intake depending on the entered substance since those two are known for being natural diuretics.

Mockup of our app-idea:

Product relating to UN goals

The UN goals we are targeting with this application are goals 3 and 6. Goal 3 is about health and well being in which we see water as a crucial part, while goal 6 is about clean water and sanitation. The sub target for goal 6 we are aiming to lift is 6.1 stating: "By 2030, achieve universal and equitable access to safe and affordable drinking water for all"

For people that consume too little water the app can assist the user to intake a sufficient amount each day which correlates with the individual's well being. In the case of UN sustainability goals 3.8. I.e "achieve universal health coverage". Insufficient water consumption has been heavily linked to negative health consequences things like poorer kidney function and lead to kidney stones. Dehydration also leads to poorer cognitive performance which will negatively affect each individual.

For people that consume too much water this app helps to make these individuals aware that they over consume and the dangers of that. By providing recommendations to their personalized data (i.e weight and height and pee color) we can help these people reduce their over consumption and contribute in that way to goal 6.4 which is "improving water-use efficiency".