

- Description of your app including your app's inspiration and goal.

The app I would like to design would be a timer app specifically for gardening. I have a brown thumb and kill most plants that I try to care for. This app would, ideally, have a database of plants and their needs (watering, sunlight, etc). For the scope of this project though I would have a few plants needs hard coded into the app.

- Define your app's intended audience. Who will be using your app? What problem is your app solving for them?

My audience would be beginning gardeners or gardeners who just want to organize their plant care.

- Do some research -- do similar apps exist? If so, how will yours be better or different? Research enough to know that what you're proposing is possible.
 - What exists
 - The Edyn app and sensor:
<https://itunes.apple.com/us/app/edyn/id939748941?mt=8>
 - Cons: you need to buy a sensor to go with the app, not great for a beginning plant enthusiast
 - Plant Nanny is an app to remind people to drink water. It is cute and uses adorable little plants to incentivize you to drink water. It doesn't fit my description, but it does use a system of alarms to incentivize people to accomplish a task
- Where will you get any content needed for your app? This could include text, formulas, whatever your app requires.
 - Information on plant care from:
<https://www.almanac.com/gardening/growing-guides>
 - Alarm documentation:
<https://developer.apple.com/documentation/eventkit/ekalarm>
- Include a digital version of your paper prototype (below)

Alarming Growth

Sunflowers:

Description: This flower thrives in sunny environments....

Repeat:

M Tu W Th F Sa Su

Water the plants!

Delete

9	27	
10	28	
11	29	am
12	30	pm
1	31	
2	32	
3	33	

Daisies:

Description: This flower thrives in sunny environments....

Repeat:

M Tu W Th F Sa Su

Water the plants!

Delete

9	27	
10	28	
11	29	am
12	30	pm
1	31	
2	32	
3	33	

