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| Project Brief WaterMe  An Android Application | Author: åsa wegelius  Owner: åsa wegelius  Client: Jarl Tuxen  Version: 1.0    åsa wegelius |

1. Project Brief History

# Document Location

This document is only valid on the day it was printed.  
The source of the document will be found at this location:

<https://github.com/asawegelius/WaterMe/ProjectDocumentation/ProjectBrief_WaterMe>

# Revision History

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| Revision Date | Previous Revision | Summary of Changes | Changes marked |
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# Approvals

This document requires the following approvals.   
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1. Project Definition

# Background

It is hard to keep track of when to water your plants and how much water they need. Different plants need water at different time and the amount of water they need differs too. We are going to develop an application to simplify this.

# Project Objectives

* The project shall be completed in 01. January 2016
* It shall cost 300 man-hours to complete it
* The outcome shall be an Android application
* The project shall be managed according to Prince2
* The development team shall follow the Scrum methodology
* The application shall meet up to Google Play’s policies and agreements

# Project Scope and exclusions

The application is going to keep track of plants divided into rooms. Each plant will both have a picture and a name to make them recognizable. The user takes the picture and inserts the information needed for the application.

It will include a central database so different users belonging to the same household can connect their device.

The application will not be able to search for name, picture or care instructions for different plants.

# Assumptions and Constrains

All team members have a GitHub account since we are using it as a version control system. Every developer has Android Studio installed and know how to use it.

None of the team members can spend more than two working days per week on the project.

1. Outline Business Case

WaterMe will be the first step in building up a customer base for delivering applications that simplifies common household management tasks like budgeting, meal planning, grocery lists, to-do lists etc. There are plenty of those applications on the market but they belong to different companies. We will collect them under the same roof where you can not only share one application among household members, you can share relevant information between the applications too.

The benefits for the users are that all applications will have the same look and feel. You will recognize yourself like when you switch between different MS Office applications or applications belonging to the Adobe suite. Applications sharing information also have benefits for our users. A budget keeping track of grocery shopping, keeping track of meal planning where you can adjust after other household members’ actions will give a more accurate picture of the current state than an isolated budget.

We will first develop and release some simple applications to evaluate the outcome and decide what business model we shall work with. Different models to evaluate are:

* Base applications for free, pay for additional features.
* Applications for free, pay for storage.
* Applications with advertisements for free, pay to remove advertisements.
* Some applications for free, some with a price.