Capstone app: My Pet Pal

# Problem Description Write-Up

The project is to create an app that will help users to take care of their pets.

The idea is this will solve the issue of an owner wondering or not whether their pet was given food, water, or if the pet had an upcoming appointment. The users that would gain the most use from this application would be new pet owners, busy pet owners, breeders, or multiple pet owners. I believe the benefits justify the cost of this application. This application has the chance to save the owner effort and money when it comes to taking care of their pets. The pets will benefit from having good care and the owners will save money by not having to reschedule missed veterinary or grooming appointments. The user can log feedings, schedule reminders for appointments, and have profiles set up for their pets. The user would create their pet profiles. Once the profiles are created, then a user can schedule feeding times, appointment times, and set reminders for feedings or appointments. These notifications would come in the form of emails. Additionally, a user can create a secondary account with limited permissions. This would allow for pet sitters to access the necessary functions for the pet profiles and logs.

#### Minimum Viable Product

## High-level Overview

The user would be welcomed to a home screen that give info about the application. The user then can select a button to create their account. This will require the user to give their email and a password for the account. Once the user confirms their email via a link then they can create a username. Once the user logs in they can then create a pet profile. The application will allow for both the creation of additional pet profiles, as well as editing for the unfortunate case that a pet may pass away. During the profile creation process, the user will give the pet's name, type, and when they would like to feed the animal. Once the profile is created, the pet's name will be added to a drop-down menu for the log selection screen. Once this is selected, the user will be taken to the log page for the animal and be able to log when it was fed/given water, and any additional notes the user would like to input.

#### Minimal Set of Features

The minimal set of features would have to include a log in system, pet profile system, and a notification system based on what the user has set for their animal. The log in system will need to use a database to store user accounts and permissions. The pet profile system will use a database to store all pet profiles that have been created. Finally, the notification system will have to use a feature that allows for the sending of emails to the user's email account.

# High-level architecture picture

The user Account database will log user passwords, usernames, and emails. This database will also check for credentials and see if the user can access certain functions based on if it is a main account or a secondary account. The pet profile database will log the pet information and feeding times that have been set for the animal or animals.

## High-level description of data

The data I will need to manage would be email addresses, user accounts, and pet profiles.

The email addresses will be pulled from a database and used to send a notification via the use of a program the app will run once the time for the animal's appointment or feeding has been reached based on the user's time zone that was set in the user account process. The user accounts will be used for determining the time zone and time to send the notifications. The pet profiles will be created via a class and attributes of said class. This will be filled in via the information given by the user during the pet profile creation process. Once the information has been given, the app will run a program that creates the pet profile object and save it to a database of these profiles that are assigned to the user's account information.

#### 3 Personas

## 1. Snake breeder Suzy

# Background:

- Suburban worker
- Bachelor's Degree
- Posts on MorphMarket
- Has a breeding business

# Demographics:

- female, 33 years old
- Single income of \$30,000
- Lives in a suburb town not but a few miles from the outskirts of Berryville

## Identifiers:

- Breeder
- Tech savvy
- Small Business

## 2. Blue collar Bob

# Background:

- Married man
- Works as an electrician
- Works late and leaves early
- Has a boy of 3 and a daughter of 10
- Has a few hunting dogs for duck season

# Demographics:

- Male 45 years old
- Single family income of \$120,000
- Lives in the developing city of Carolsberg

## Identifiers:

- Man's man
- Loves his dogs
- Loves the outdoors

# 3. Rachel Ventura:

# Background:

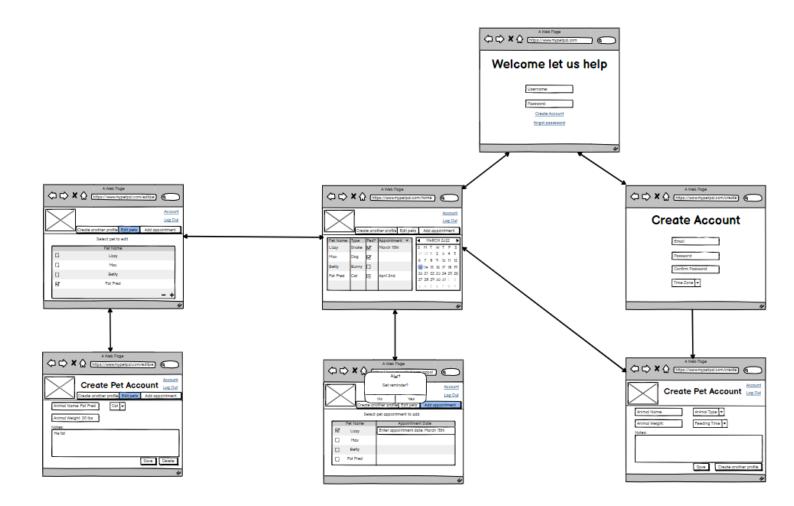
- Works at a well-known pet store
- Started a YouTube channel focused on caring for pets
- Has a boyfriend who is a dog trainer
- Has a house full of dogs, cats, snakes, lizards, fish, and birds.

# Demographics:

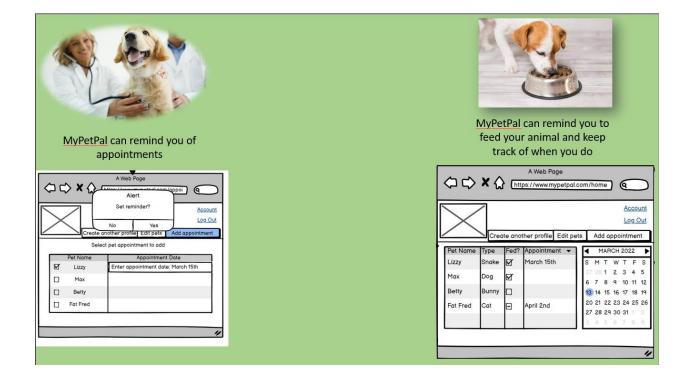
- Female, 32 years old
- Single income of 60,000
- Lives in the Suburbs around the township of Foxville

# Identifiers:

- Influencer
- Passionate









MyPetPal lets you relax and care for your animal the way they deserve

### My Styles

This page contains specific style guide information for my front end interface.

My application utilizes the "Segoe UI", Roboto, "Helvetica Neue", Arial, "Noto Sans", "Liberation Sans", sans-serif, "Apple Color Emoji", "Segoe UI Emoji", "Segoe UI Symbol", "Noto Color Emoji" sans-serif' font-family with black text.

#### Back to Top

Font

#### Color Theme

My application incorporates the below color scheme in its interface.



#### Back to Top

## Headings

The below font sizes and styles are used in the application for various content headings.

#### Heading 1

Heading 2

Heading 3

Back to Top

#### Buttons

The application will feature buttons that contain the below color and shape:



#### Form Elements

For the varous forms that the application will contain, it will contain input fields and labels with the below styling:

Name

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#### Messages

For various completed tasks, application notifications will be presented to the user based. The following contextual messages will be used.

Warning!		
Danger!		

Success!

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