Product: Smart Water Bottle

Ambiguous Problem

Problem Statement: Users often forget to drink enough water throughout the day, leading to dehydration and health issues. The existing smart water bottles do not effectively remind users to drink water at regular intervals or track their hydration levels in a user-friendly manner.

Empathize

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- **User Research: Conduct surveys and interviews with potential users to understand their hydration habits, challenges, and preferences.**

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- **Observations: Note how users currently track their water intake and the challenges they face.**

Define

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Ideate

Brainstorming Solutions:
- **Develop a mobile app that syncs with the water bottle to provide reminders and track intake.**
- **Integrate a customizable LED light system on the bottle that lights up to remind users to drink.**

Prototype

- **Low-Fidelity Prototypes:**
  - **Sketch the design of the smart water bottle with LED indicators.**
  - **Create wireframes for the mobile app interface.**
  - **Develop a simple version of the app to test the reminder functionality.**

Test

User Testing:
- **Conduct usability tests with prototypes to gather feedback on the design and functionality.**

- **Feedback Loop: Collect data on user satisfaction and hydration habits after using the prototype for a set period.**