Weather App redesign

App Name: Dew

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Purpose: This app is designed to be a more succinct version of Apple's Current Weather app. My goals are:

- Make a single weather page that displays key information such as temp, precipitation, wind.
- Make a forecast available that is easily read in the main weather page
- Make more information available Only as the user clicks into subpages

I want users to be able to open the app and at a glance know what weather conditions are and will be with minimal text and distractions.

Timeline

This timeline represents the necessary features to reach my goal. Stretch goals will be included in brackets to show areas where difficulty is expected and the feature cannot be guaranteed.

Sprint 1: App Proposal. Draft Storyboard

- Research other weather apps and their design choices
- Draft an App Interface
- Create the name and Proposal
- Create the empty app and link it to github to track progress
 Product: App proposal, drawings of app interface

Sprint 2: Underlying API research

- Prepare API's needed for daily weather
- [Stretch goal] research perspiration in the next hour API
- [Stretch goal] research weekly forecast
- Create a barebones display of the information from API's
 Product: barebones display of API info

Sprint 3: Structures

- Focus on Buttons, Pages, Structural elements to make the app work ignoring aesthetics.
- Create a working temperature, and daily weather forecast

- [Stretch goal] create the displays for next hour perspiration and weekly forecast
- Make sure that key features outlined in initial design are made.
 Product: a working weather app without the aesthetics

Sprint 4: Final Touches

- Work on presentation
- Set the colors, position the elements, bring the app as close as possible look wise to the App interface drafted in sprint one
 Product: A finished app and presentation

Initial Design



