Hydro Hero

Team Name: Hydro Homies
Release Name: Hydro Hero
Release Date: 12/1/2019
Revision Number: 4
Revision Date: 10/20/19

High Level Goals

- Learn/Get accustomed to Android Studio
- Continuous integration
- UI Elements/App Navigation
- Drink Logging
- Hydration Reminders
- Hydration History
- Recommended Daily Water Intake
- Settings Page
- Prototype testing

User Stories for Release

- **Sprint 1:**
  - (5) As a developer, I want to learn and get accustomed to Android Studio so that I am able to work effectively and efficiently in this project.
  - (1) As a project owner, I want to make basic mockups for each of the screens so that developers will know what we need on each one.
  - (1) As a team member, I want to assist other developers learning the technologies needed to work on this project so that we can streamline the learning process.
  - (1) As a scrum master, I want to ensure that the team is fully functional, productive, and well supported so that the team is able to communicate effectively and efficiently and work towards their goals.
  - (2) As a user, I want a tab/navigation bar so that we are able to navigate between different parts of the app
  - (2) As a developer, I want to create a basic UI for the home page so that we have UI elements to work with during later stages.
  - (6) As a developer, I want to set up the app's database so that we are able to save user data in future sprints.
  - (2) As a developer, I want to create a basic UI for the history page so that we have UI elements to work with during later stages.

- ○ (1) As a developer, I want to test my code so that I can ensure it's functionality.

- **Sprint 2:**
  - ○ (1) As a scrum master, I want to ensure that the team is fully functional, productive, and well supported so that the team is able to communicate effectively and efficiently and work towards their goals.
  - ○ (4) As a user, I want the drink logging feature so that I am able to see how much water I drank throughout the day.
  - ○ (4) As a user, I want a visual representation of my hydration history so that I can see if I have been staying properly hydrated.
  - ○ (2) As a user, I want to have hydration reminders so that I can be reminded to stay hydrated.
  - ○ (1) As a developer, I want to create a basic UI for the settings page so that we have UI elements to work with during later stages.
  - ○ (1) As a developer, I want to create the about page so that we have information about the app provided to the user
  - ○ (1) As a developer, I want to test my code so that I can ensure it's functionality.
- **Sprint 3:**
  - ○ (1) As a scrum master, I want to ensure that the team is fully functional, productive, and well supported so that the team is able to communicate effectively and efficiently and work towards their goals.
  - ○ (5) As a user, I would like to have different options when logging my drinks so that I can accurately track my water intake.
  - ○ (5) As a developer, I want to update the basic UI elements of the home page to include proper icons and design elements.
  - ○ (5) As a developer, I want to update the basic UI elements of the history page to include proper icons and design elements.
  - ○ (5) As a user, I want to be able to input my height and weight so that I can receive water intake reminders specific to my personal lifestyle.
  - ○ (1) As a developer, I want to update the basic UI elements of the settings page to include proper icons and design elements.
  - ○ (1) As a team member, I want to test the apps prototype so that I can ensure the functionality of the entire application.

- **Sprint 4:**
  - (1) As a scrum master, I want to ensure that the team is fully functional, productive, and well supported so that the team is able to communicate effectively and efficiently and work towards their goals.
  - (5) As a developer, I want to set up the Firebase database so that we can sync user info between devices.
  - (5) As a team member, I want to work on the final presentation of our project so that we are able to show what we have worked on over the quarter.

Product Backlog

- Achievements
- Homescreen widget for adding drinks
- Customization options
- Advertisements to monetize app
- User accounts (Preserve data over multiple devices)
- Android wear support
- IOS version

Initial Presentation

https://docs.google.com/presentation/d/1lFvOdIO-r7_mpV RMXmtkgG8S_BjnjXYA_npcsNz8f3Y/edit?usp=sharing