

Hydro Hero

Team Name: Hydro Homies

Release Name: Hydro Hero

Release Date: 12/1/2019

Revision Number: 0.0.1

Revision Date: 10/7/19

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:**
 - () 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.
 - () 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.
 - () 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.
 - () 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.
 - () As a developer, I want to create the tab bar so that we are able to navigate between
 - () 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.
 - () As a developer, I want to set up the app's database so that we are able to save user data in future sprints.
 - () 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.

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

- **Sprint 2:**

- () 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.
- () As a developer, I want to implement user input for drink logging so that we are able to use that data in other parts of the app and complete our high level goal of drink logging.
- () As a developer, I want to implement a visual representation of daily hydration data in the history page so that we can complete our high level goal of hydration history.
- () As a developer, I want to implement the hydration reminder feature so that complete our high level goal of having hydration reminders.
- () 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.
- () As a developer, I want to create the about page so that we have information about the app provided to the user
- () As a developer, I want to test my code so that I can ensure it's functionality.

- **Sprint 3:**

- () 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.
- () As a developer, I want to work on adding options to drink logging so that users are able to log drinks in varying capacities.
- () As a developer, I want to update the basic UI elements of the home page to include proper icons and design elements.
- () As a developer, I want to update the basic UI elements of the history page to include proper icons and design elements.
- () As a developer, I want to update the basic UI elements of the settings page to include proper icons and design elements.
- () As a team member, I want to test the apps prototype so that I can ensure the functionality of the entire application.

- **Sprint 4:**

- () 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.
- () 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