Iteration 1 of Main Character Habit Tracker

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Information
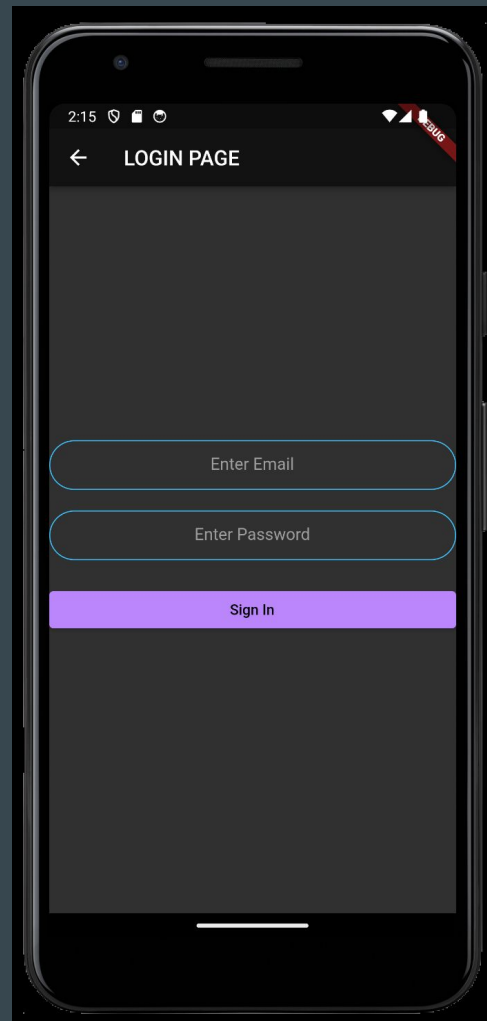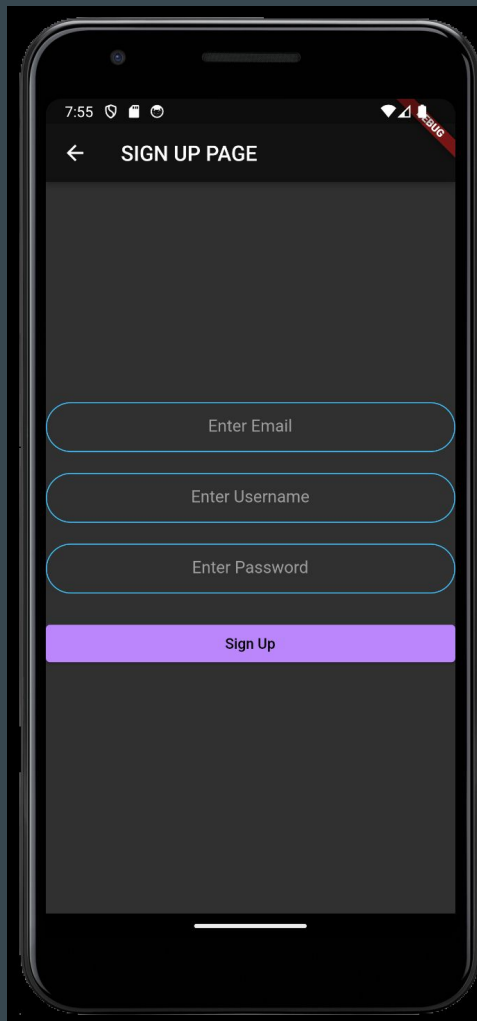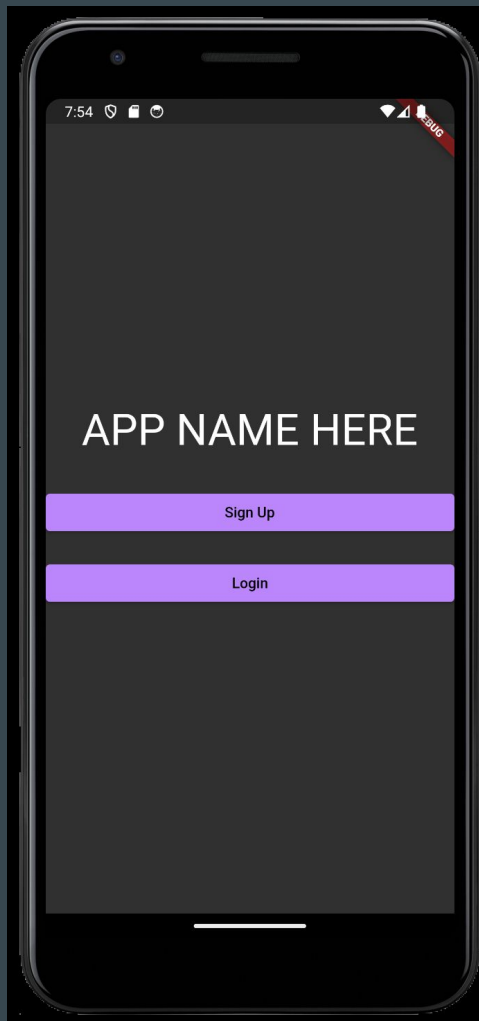
Joey, Hannah, Caige, Heidi, Paul

Ruben Naoye

Iteration 1 Features

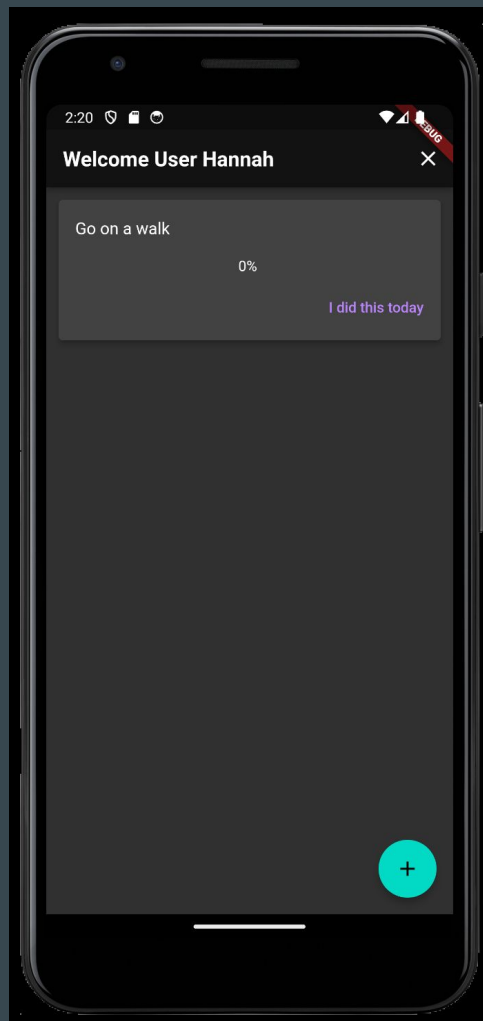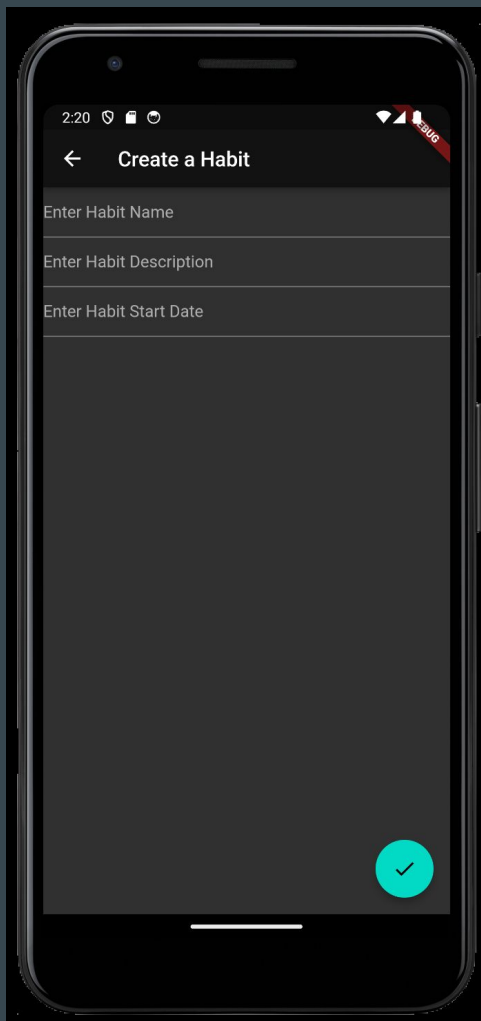User Authentication - Login and Sign out

Ability to create, delete, edit a habit
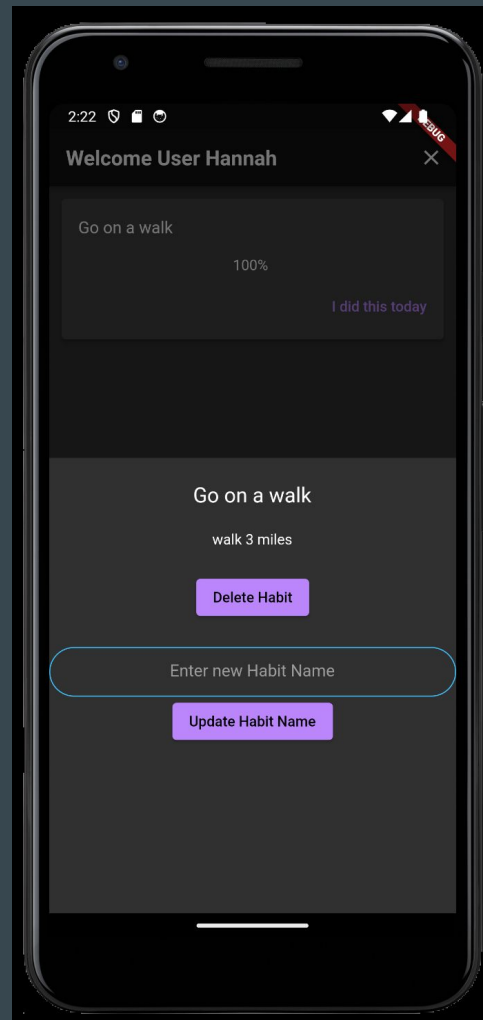
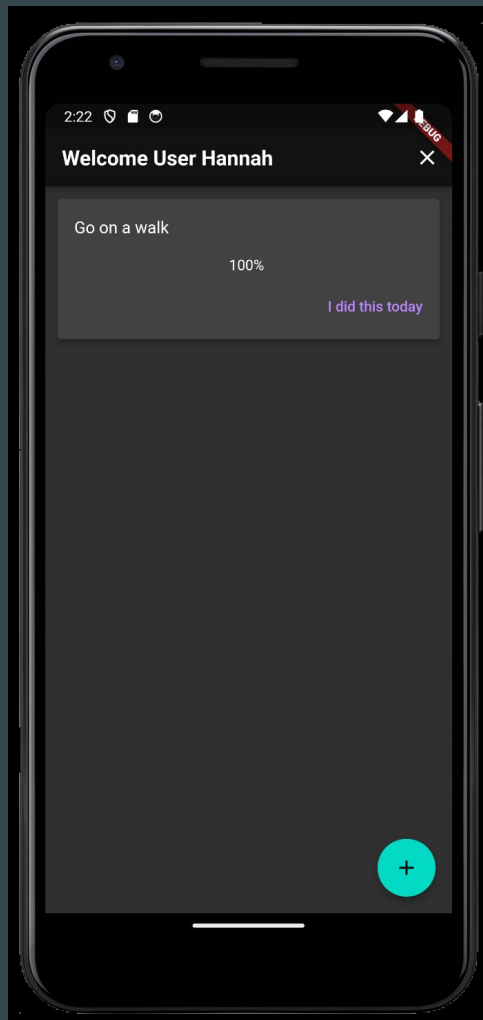Habit tracking through completion percentage

Splash
Login
&
Sign Up

Adding A Habit

Editing A Habit

Mentor Feedback

- Good starting point for this first iteration.
- Having this base will make implementing new things easier.

Client Feedback

Our client was able to easily maneuver through the application

Add the ability to track a habit more than once a day.

- Making this and connecting it to habit creation.

Habit genres

- Like exercise, lifestyle, health, well being ect

Iteration 2 Features

1. Styling for application

2. Adding a profile page

3. Map implementation, and location affect tagging

What does each team member think about this iteration? (i.e., lessons learnt).

- Strong start
- Learned alot about firebase
- Learned about each other's strengths
- Client partner interactions

What kind of properties of quality software did you sacrifice for the sake of functional software?

- Don't think we really sacrificed many if any properties.
- We did what we set out to achieve

How do you plan to approach iteration 2?

- Starting right away
- Work together and delegating tasks

Funny Slide