Project Features List:

- *Activity:*
  This feature will track the amount of time your dog[s] spend outside. Similar to other fitness apps, this entails a setting where you can manually enter how long you and your dog are being active for. Also, distance traveled can also be inputted manually, so storage of how far you go will be included within this.
- *Exercise:*
  Will have three set categories for different types of dogs such as large, medium, and small dogs. These categories will all contain innovative ways to keep your dog healthy. These generally will not be randomized, they will be selected using data gathered.
- *Training:*
  This feature will provide tips and tricks for effectively training your dog. We will provide different methods and explanations on how to implement these methods such as positive reinforcement, relationship-based, clicker, and etc. This feature could also include different categories such as puppy, adult, and mature. A way this could be structured is benefits and downfalls of each training method and incorporating the categories within that.
- *Explore:*
  Incorporates a social aspect into the app to where you can add friends and communicate with them in order for your dogs to have more exposure to other dogs. This feature may include opportunities for users to set up times for their dogs to play, and if they are occupied with work or other things for other users to watch after their dog. Differs from dog walking apps in the sense that the app will mostly have dog owners as users. This feature would also create incentive to use the app more when you compare your dog's progress with another's. Each.
- *Health:*
  This feature will track the dog's health. Users can input their dogs' age, weight, and breed in order to promote health. This will then be sorted to state the condition of the dogs' health based on collected data. Users can update their information as their dogs' health improves and they can post their progress as well. This information can be prompted by the application monthly.