Smart Water Bottle

Assumptions:

- The water bottle monitors temperature the temperature through a temperature sensor
- The water bottle can cool the temperature through a cooling system
- The water bottle can connect to an app that provides feedback on how much water has been drank
- Can determine how much water is remaining in the bottle
- Has a charge port at the bottom of the water bottle
- Has a flip up straw/tube that is used to drink from the water bottle

Design Requirements:

- The water bottle has a small interface or dashboard that provides relevant information to the user
- The water bottle can monitor or provide the temperature
- The bottle can cool down its temperature through a cooling system
- Has a water consumed gauge to display how much water has been drank
- The water bottle is insulated
- Connects to app that could provide more in-depth statistics regarding the bottles usage (future)
- The bottle has rgb lights to indicate when you should drink

Interview Questions

- What do you wish your water bottle could do that it currently doesn't?
    - Notifies the user when water bottle needs to be cleaned
    - Add specific mode depending on the type of liquid (Coffee Mode, Water mode)
    - Add ability to track the water bottle through app
- What experience have you had with smart products? What issues have you had? What did you like?
    - The interface is complicated or system to do basic things is too convoluted was the common issue between users
- Which feature would you be willing to pay extra for?
    - All the users unanimously said Temperature control

Design Challenges:

1. User wants to change the temperature of the water bottle
2. User wants to determine how much water has been drank
3. User wants to know statistics regarding water-bottles usage