

### Essential Requirements

| High-level Requirement | Priority | Detail Leveled Requirements   | Status |
|------------------------|----------|---|--------|
| Create Account         | 1        | User enters a username and email.   | Done   |
|                        |          | Username or email taken; prompt user to try again.  | Done   |
|                        | 2        | User is prompted to create a password with at least 8 characters. Password is valid; user is allowed to continue.   | Done   |
|                        |          | Password does not meet requirements. Prompt user to try again.  | Done   |
|                        | 3        | User will be prompted to enter additional information, such as first name and last name.  | Done   |
| Login                  | 4        | User enters their email and password. If email and password are valid, user can press the “Sign In” button and enter the main page and access their account.                | Done   |
|                        |          | If email or password is invalid; notify the user with an error message : “Invalid Credentials” and prompt user to re-enter their information.                               | Done   |
| Add Habit              | 5        | User can click “Create New Habit” button which redirects the user to the create a new habit page or modal.  | Done   |
|                        | 6        | User will be prompted to create a new habit. User will use the user interface to customize their settings, including: habit name, days of the week, frequency, goal period. | Done   |
|                        | 7        | User can click the “Save” button which will return the user to the home page, where the user’s habits are listed (including the newly created habit).                       | Done   |
|                        |          | User can choose not to save the habit and are able to press the “Cancel” button. The user will return to previous page.   | Done   |
| List View of Habits    | 8        | User can view their list of created habits (information retrieved from database) and click on a each respective habit’s component to view its details.                      | Done   |

|  |    |   |      |
|--|----|---|------|
| Mark Habit as Done                         | 9  | User can mark a habit as completed by clicking the habit component or specified button.   | Done |
| Edit Habit Settings                        | 10 | User can edit the settings of their existing habits. User accesses the saved settings of a particular habit and makes desired changes.              | Done |
|  | 11 | After changing, user can click the “save” button to save the information and update the database.   | Done |
|  |    | If user chooses not to save, they can click “Back” button and return to the previous page.  | Done |
| Delete Habit                               | 12 | A “delete” button will allow the user to delete or remove an existing habit.  | Done |
|  | 13 | If the “delete” button is pressed, an alert should pop up warning the user that once a habit is removed, its data can not be recovered or restored. | Done |
|  | 14 | If the user selects “Delete”, their habit is deleted. User returns to the previous page and the deleted habit is removed from the database.         | Done |
|  |    | If the user selects “Cancel” nothing happens and user returns to previous page.   | Done |
| Forgetting Password/<br>Updating User Info | 15 | If a user forgets their password, they will be able to reset their password via email.  | Done |
|  | 16 | User will be able to reset or update their user information and login credentials including: username, name, email and password.                    | Done |

### Desirable Requirements

| High-level Requirement | Priority | Detail Leveled Requirements   | Status   |
|------------------------|----------|---|----------|
| Help & Support         | 17       | User can click “Help & Support” button and the app will direct them to a support page.                            | Not done |
|                        | 18       | User can report bugs/issues/problems with the application using an in-application messaging system.               | Not done |
|                        | 19       | User will receive a message with instructions to fix problem or notifications that problem is fixed via an email. | Not done |

|                        |    |   |          |
|------------------------|----|---|----------|
| Add Friends            | 20 | User can access a “Friends” page and click a button to add friends by searching for a username.   | Not done |
|                        |    | Username found; user can send a friend request.   | Not done |
|                        |    | Username not found; prompts user to try again.  | Not done |
| View Friends Habits    | 21 | User can view their friends’ habit pages to see what habits they have made public.  | Not done |
| Calendar View of Habit | 22 | User can click a habit and enter a new page or modal to view a calendar which tracks and monitors which days the habit was marked as completed. | Not done |

### Optional Requirements

| High-level Requirement     | Priority | Detail Leveled Requirements   | Status   |
|----------------------------|----------|---|----------|
| Additional Custom Settings | 23       | User can change habit settings such as location to remind, color, and whether to publish the habit or make it as private.               | Not done |
| Get Reminder Notifications | 24       | User can choose to receive notifications from the app to remind them to complete a habit or mark a habit as complete for specific days. | Not done |
| Challenge Friends          | 25       | User can challenge their friends to start a habit together and monitor each other’s progress.   | Not done |
| Earn Awards/Achievements   | 26       | User can earn awards or achievements for completing their goals or passing certain milestones.  | Not done |
|                            |          | User can display awards or achievements on their profile.   | Not done |