Three Tri∆ngles Design

Kurt Anderson, Alex Anderson, Nate Hochstetler, Laura May, Trevor Gentner

Problem Definition

Provide a gamified approach to habits

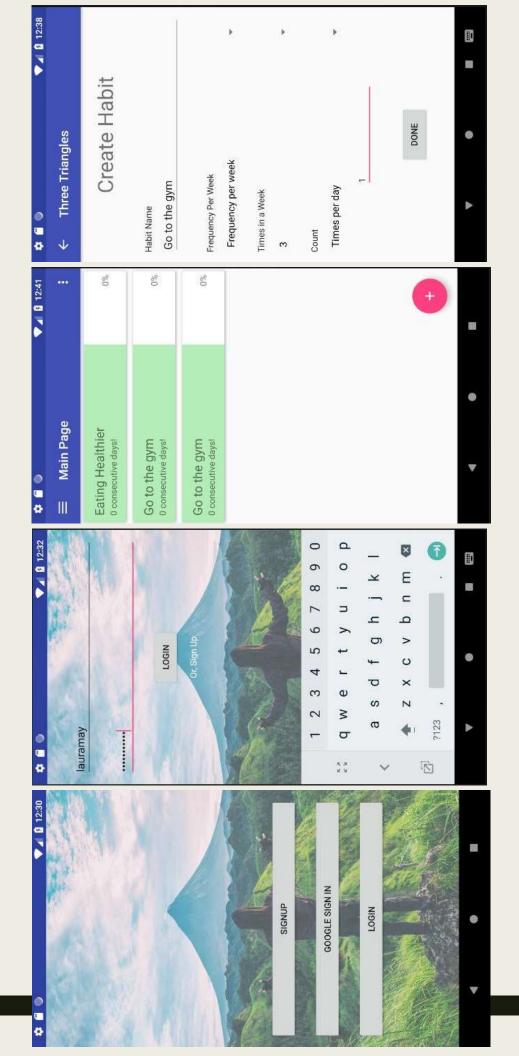
Allow users to track progress

Simple, fun presentation

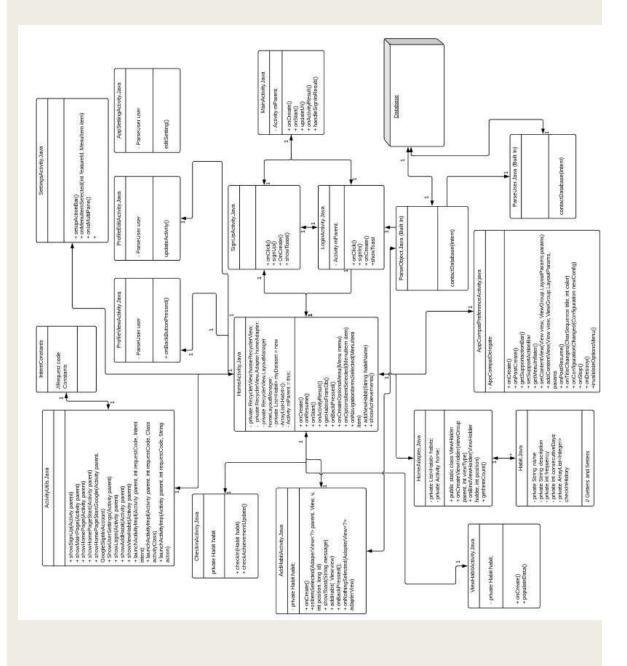
Scope

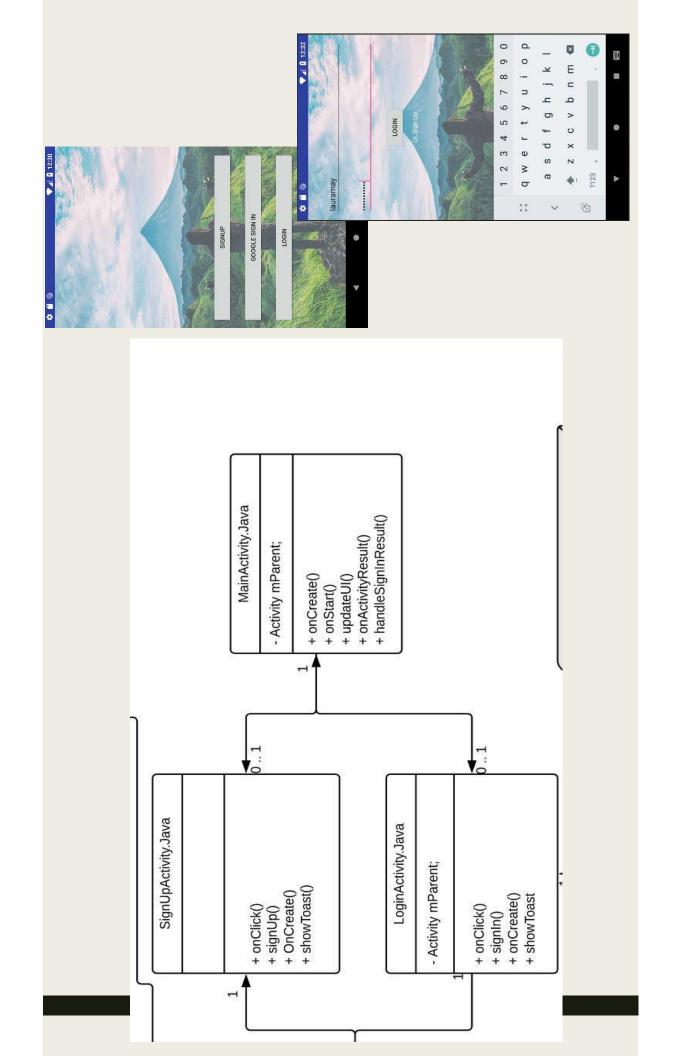
- Achieve minimum viable product before the deadline
- Fine tune the app
- Add additional features

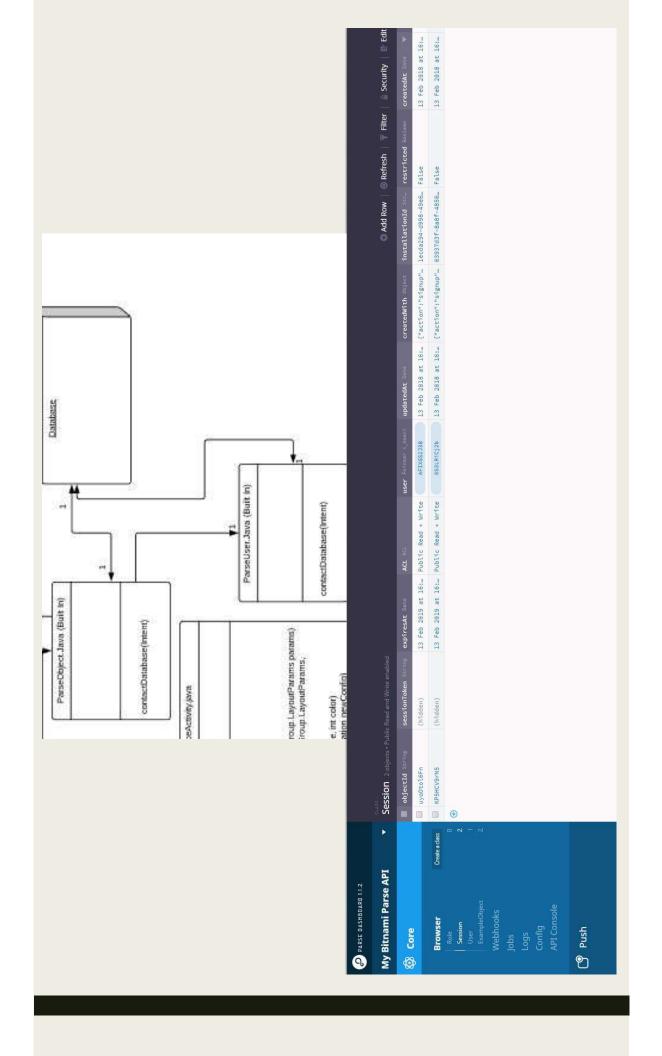
- Easy, fun, simple
- Can be utilized by any age group
- Everyone has habits

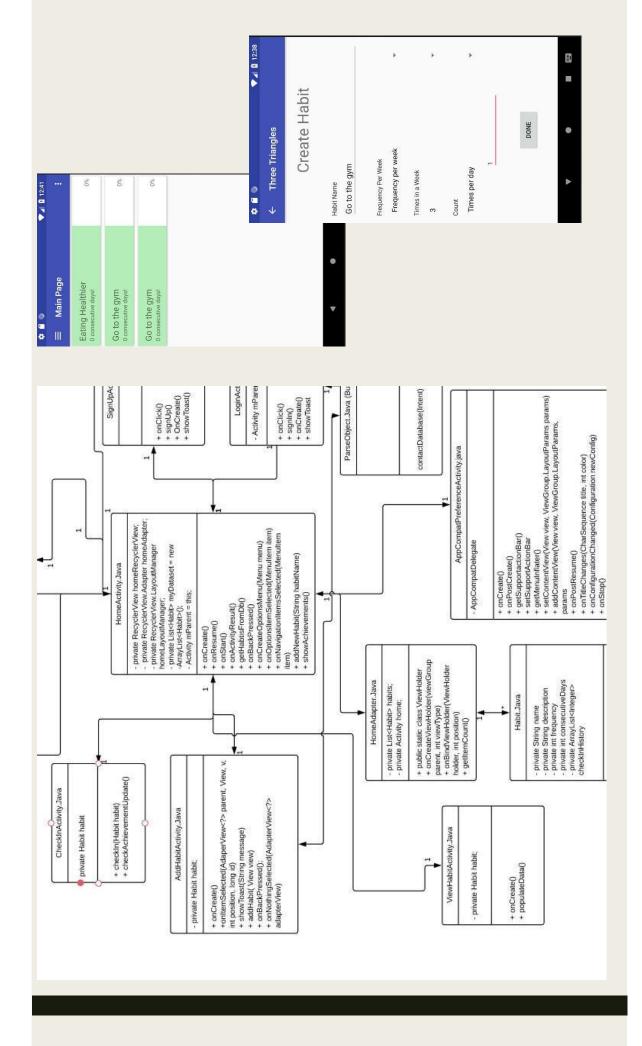


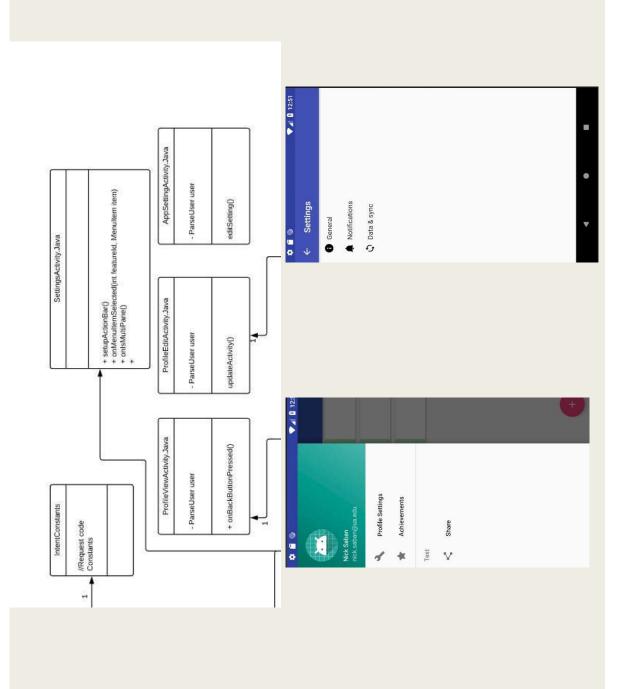
Class Diagram

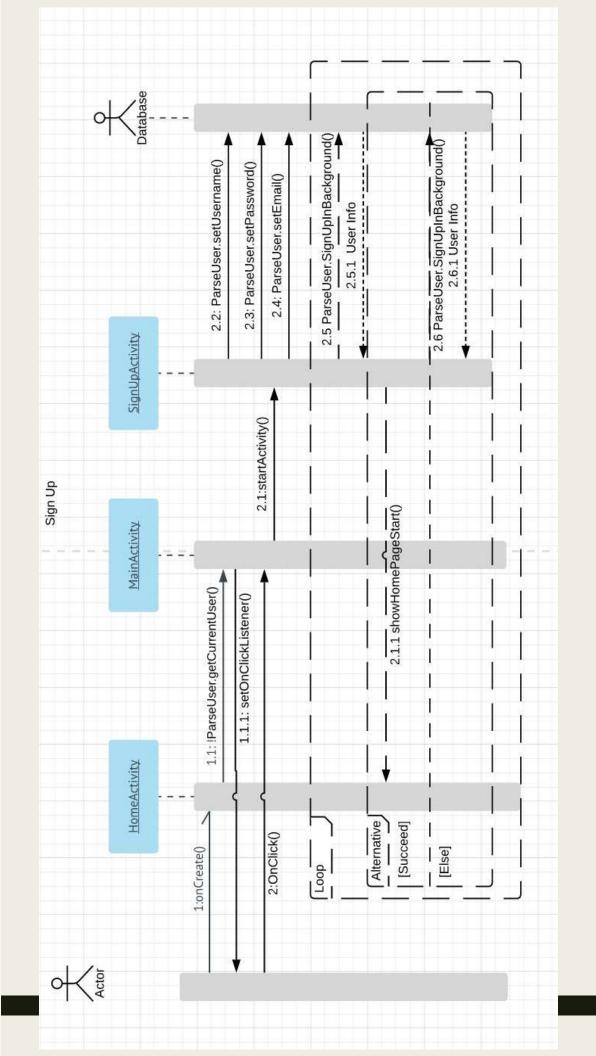


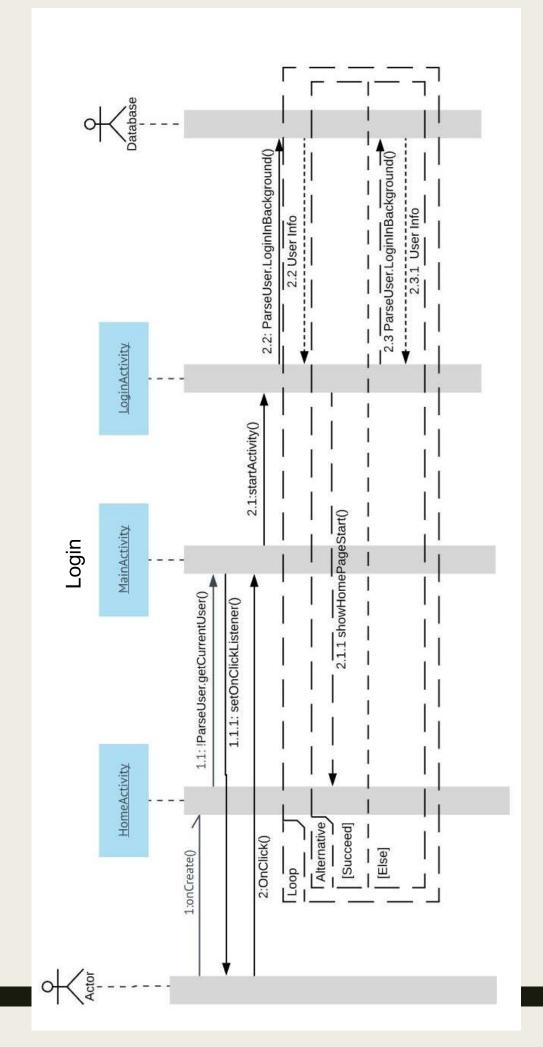


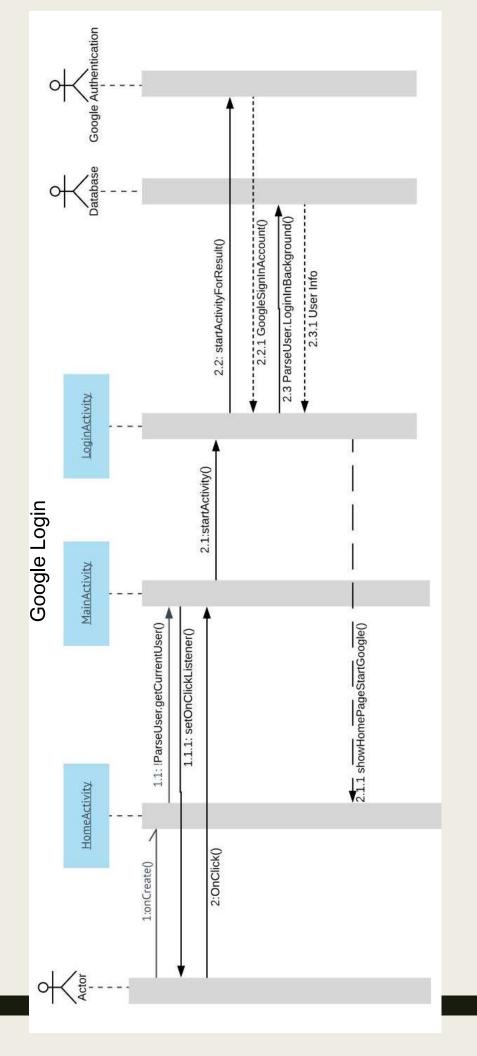


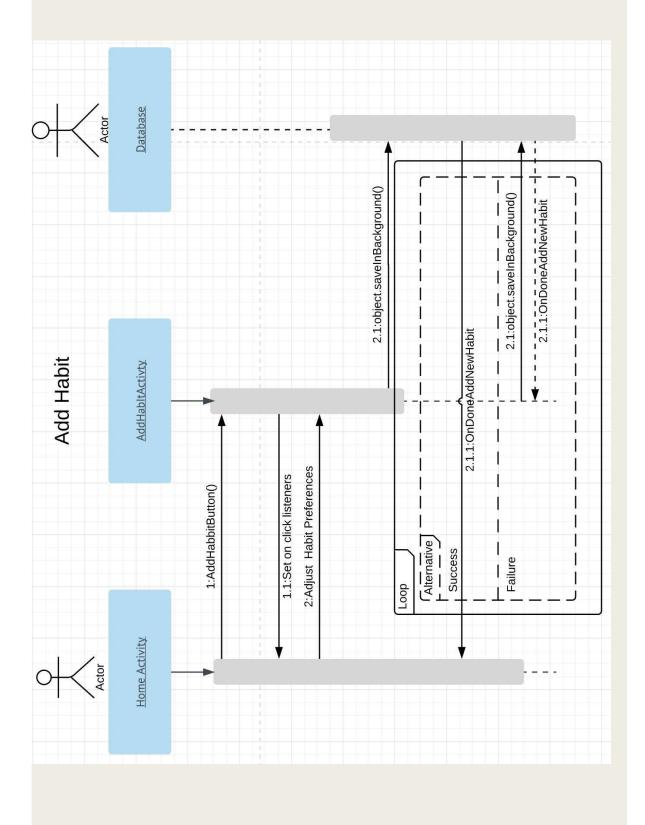


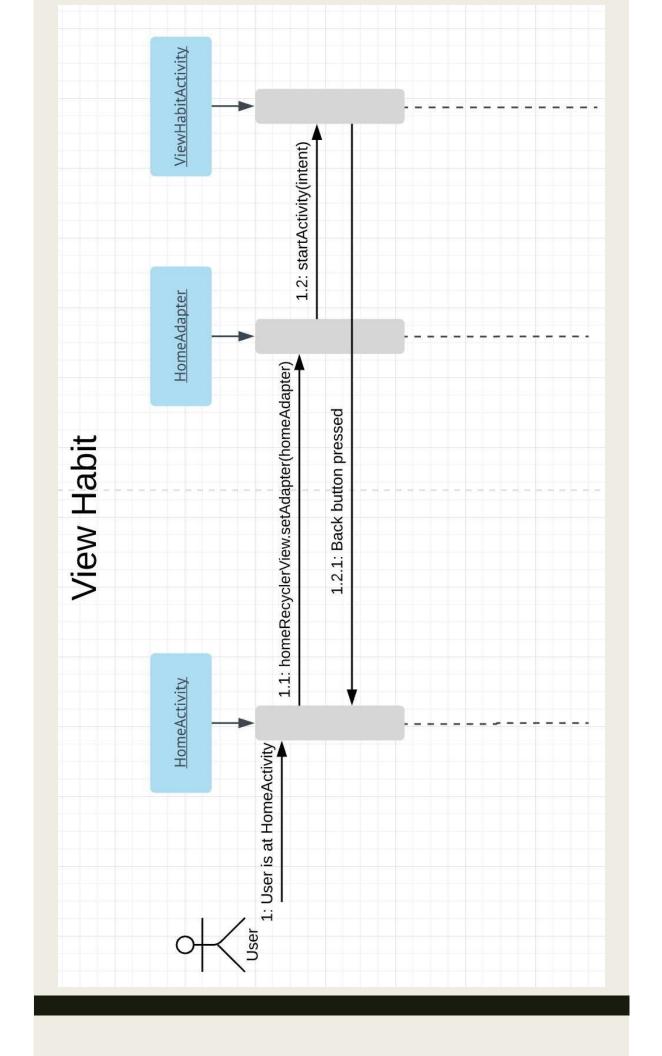


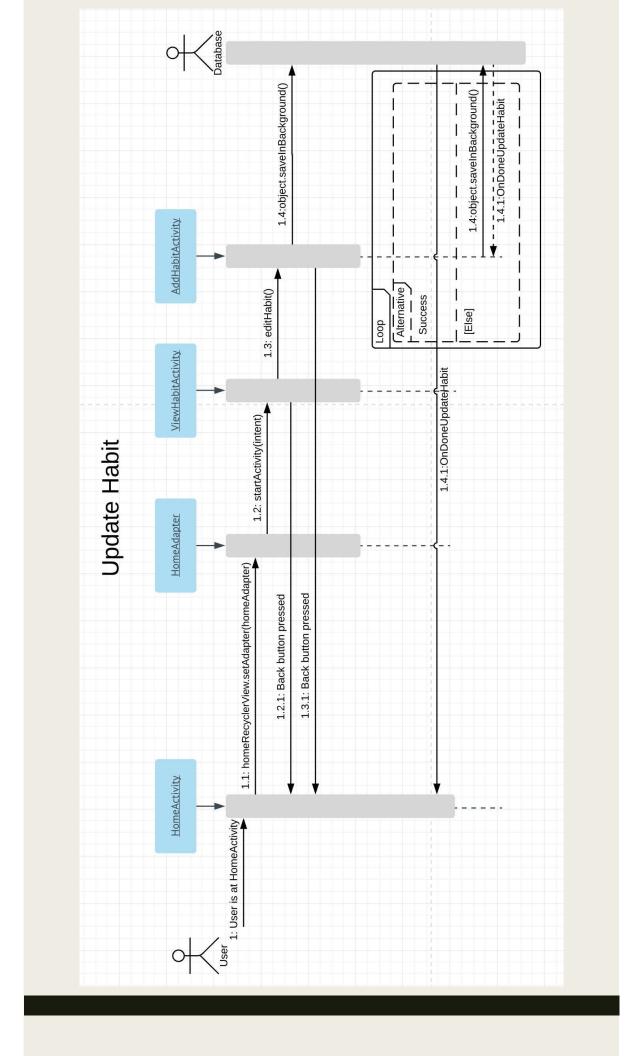


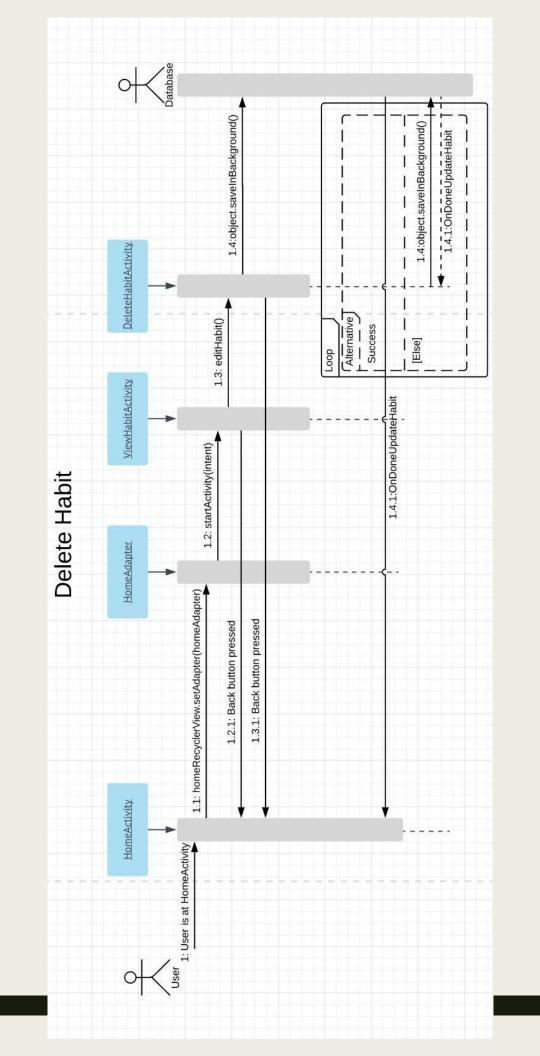


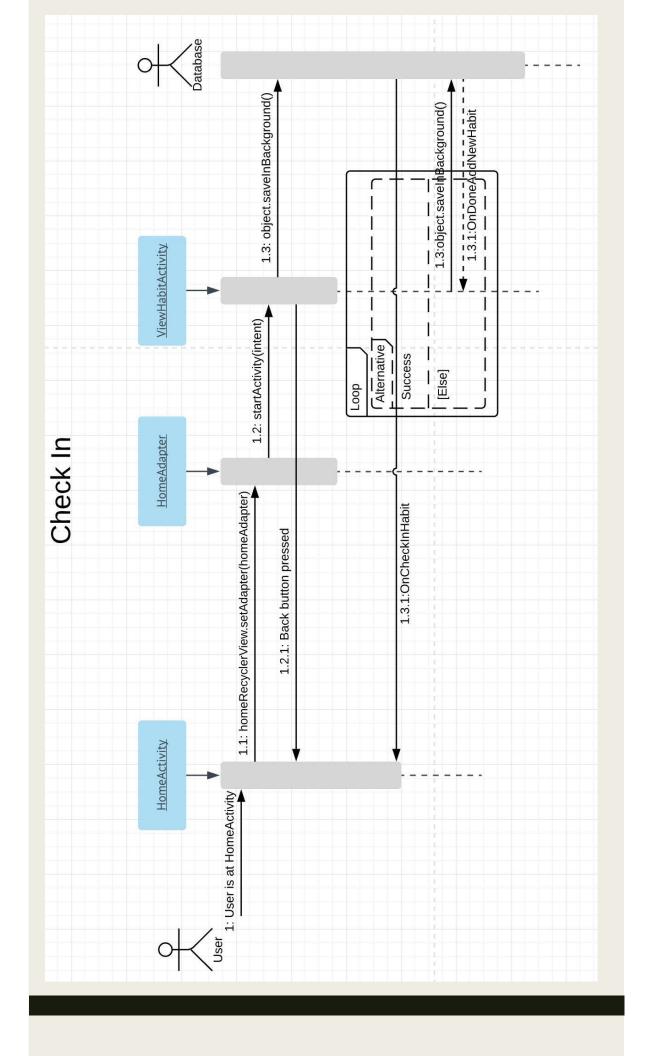


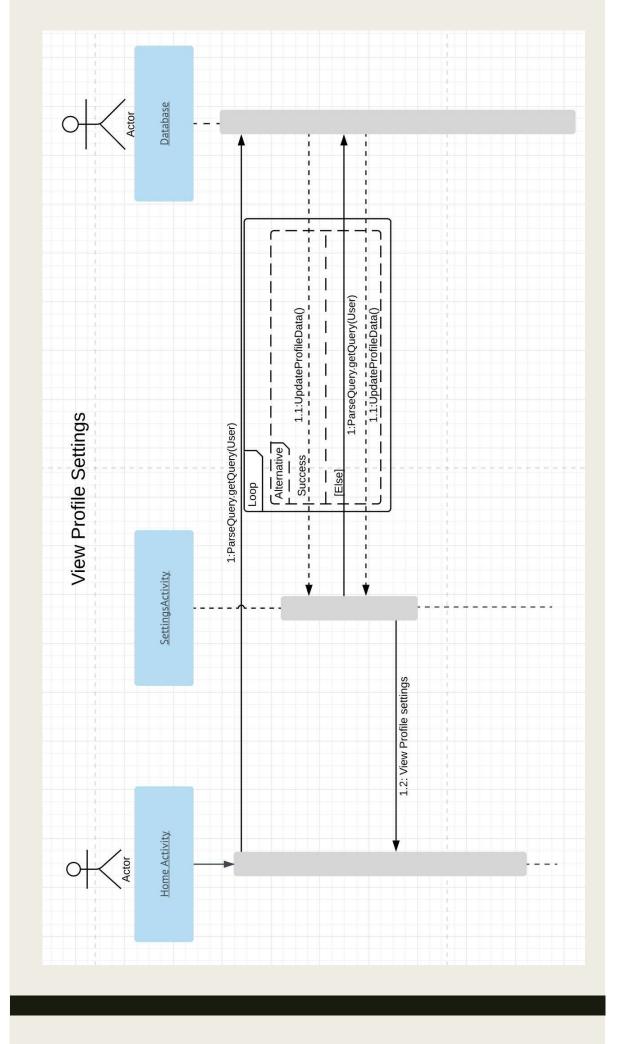


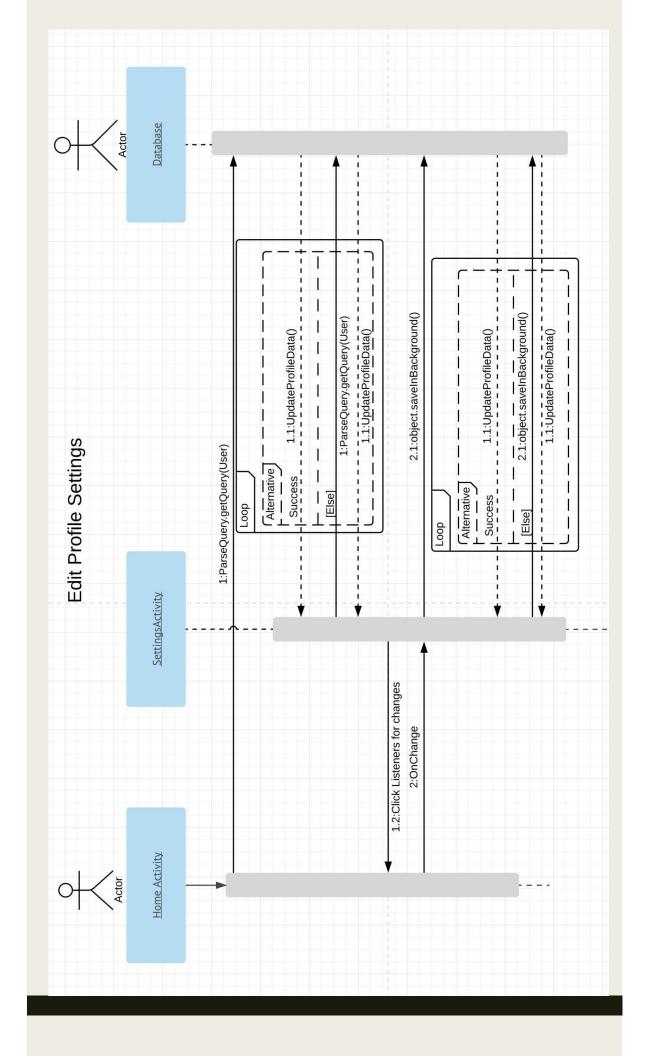


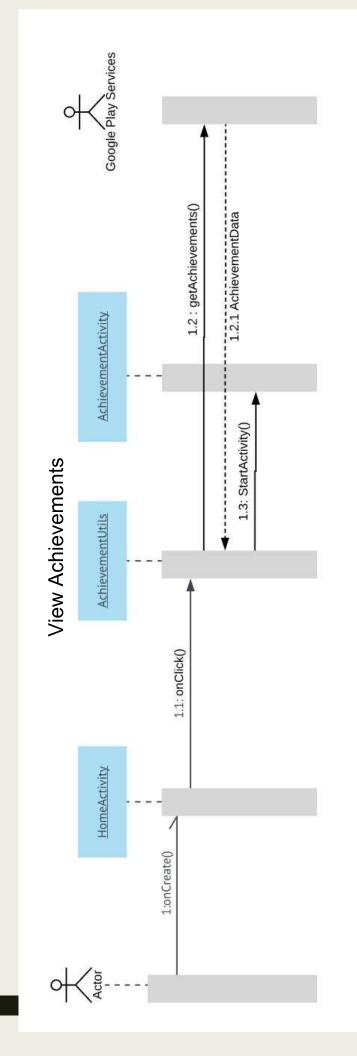












Project Changes

Database is set up and app is in development

No changes to our project definition of scope

Priorities focus is currently the same

Summary

Provide a gamified approach to habits

Allow users to track progress

Simple, fun presentation