

## Part 2

### Design Alternatives

#### Scenario:

Scenario 1 - Little John is walking to his friends house on a hot sunny day without hydrating, he starts to experience the negative effects of dehydration. He is so focused on hanging out with his friend that he neglects the fact that he is thirsty.

Scenario 2 - A student named Andrew decides to study for an up and coming exam so he studies in the school library. Andrew forgets to hydrate through the hours and loses focus on his studies, which causes him to get a low score.

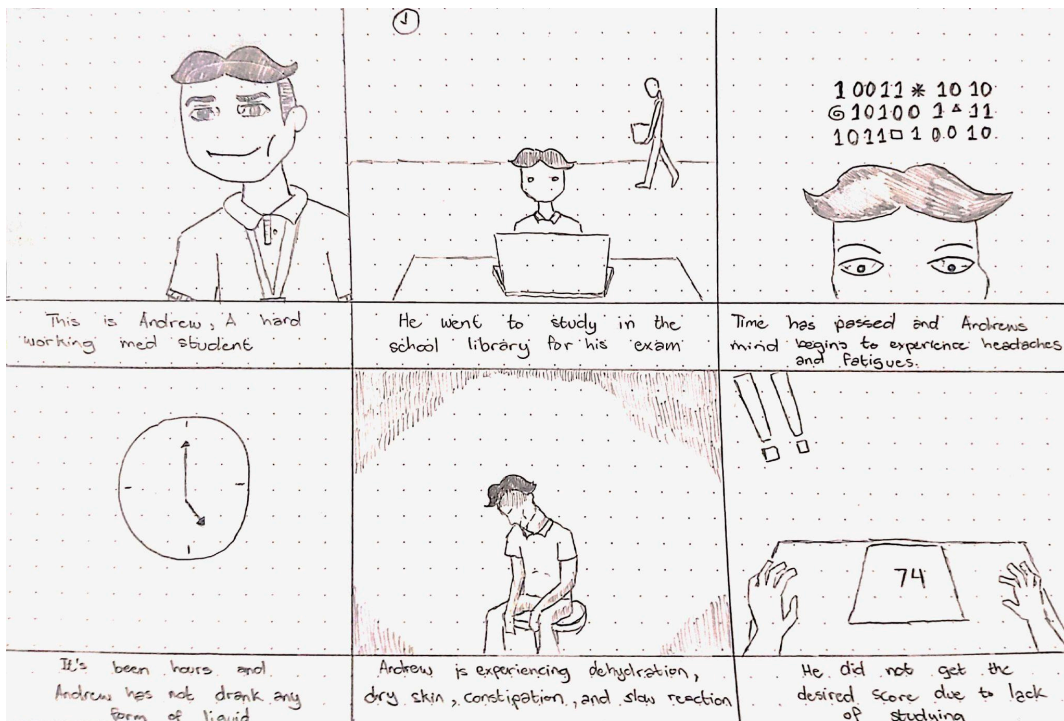
Scenario 3 - A boy named Nick loves to run in the outdoors, his excessive movements combined with the lack of hydration takes a toll on his body. Nick then collapses due to muscle cramps and other symptoms of dehydration.

#### Storyboard (Based on Scenarios)

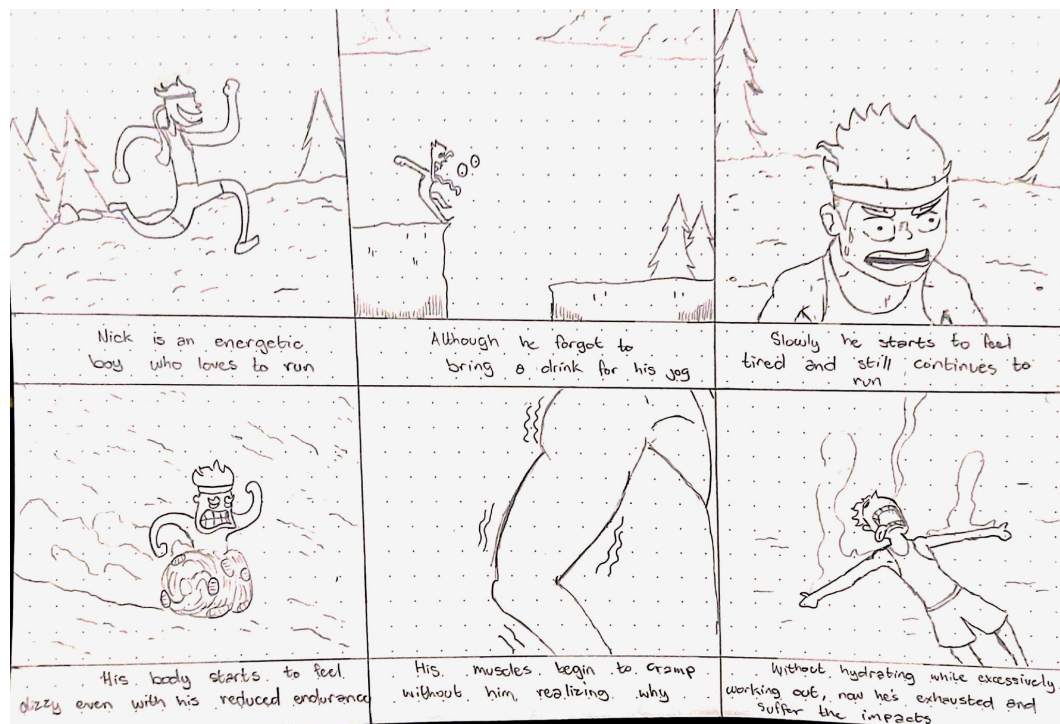
##### Storyboard 1 - Little John



## Storyboard 2 - Andrew



## Scenario 3 - Nick

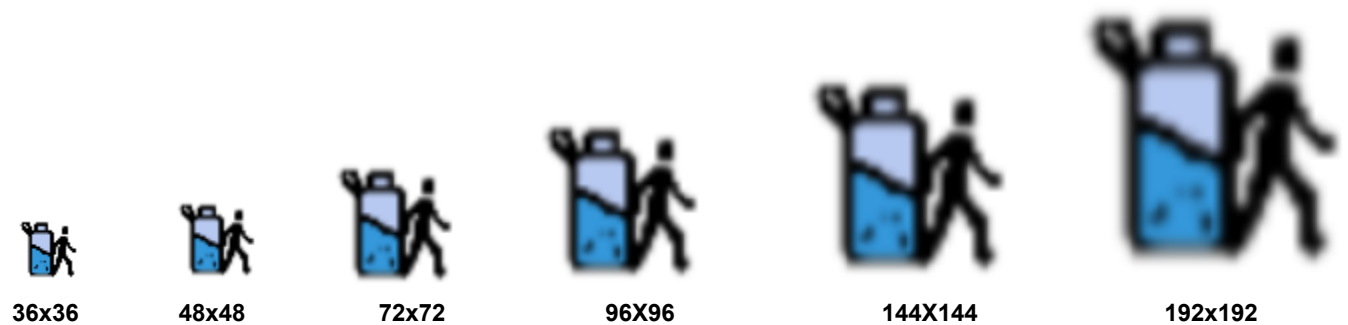


### Problem Statement:

- People forget to hydrate themselves throughout the day
- People may have a bad habit of forget to drink water
- People may struggle to hydrate consistently throughout the day

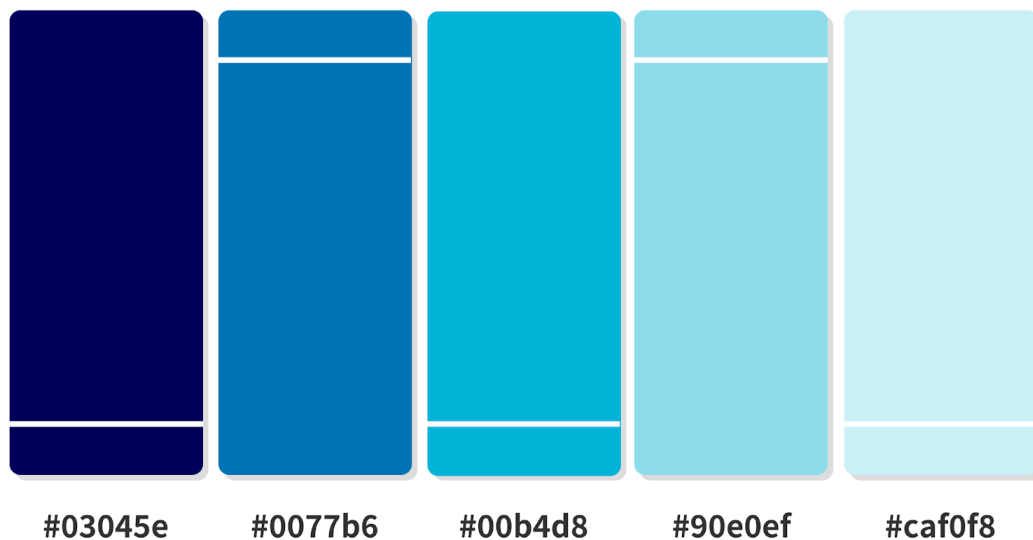
### Application Icon Size Comparison

These are the different sizes of icons for future uses within the application, all fitted to be in various screen ratios.



### Color palettes

These are the different color pigments that we can use for the application, the calm blue colors match our apps theme all relating to hydrating. The blue colors are said to be calming and would fit for the different parts of our future design.

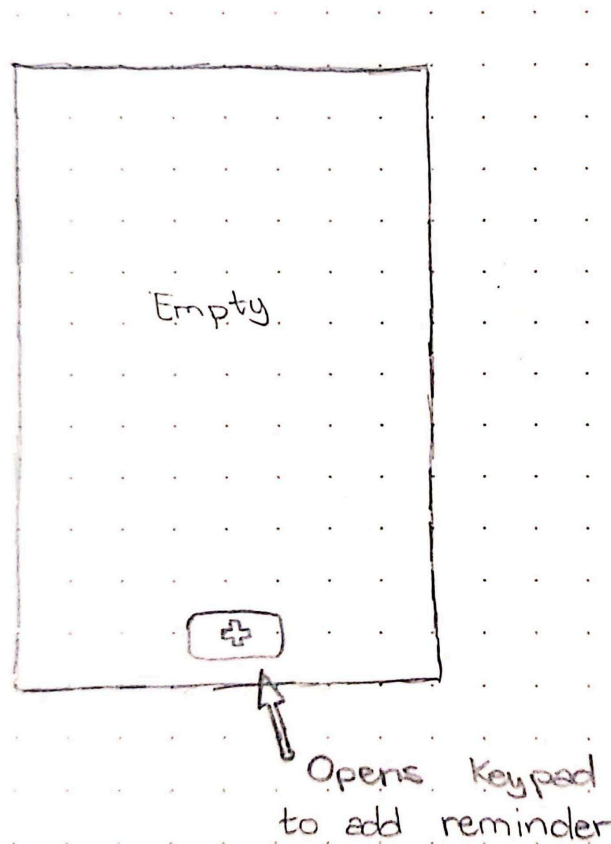


## GUI

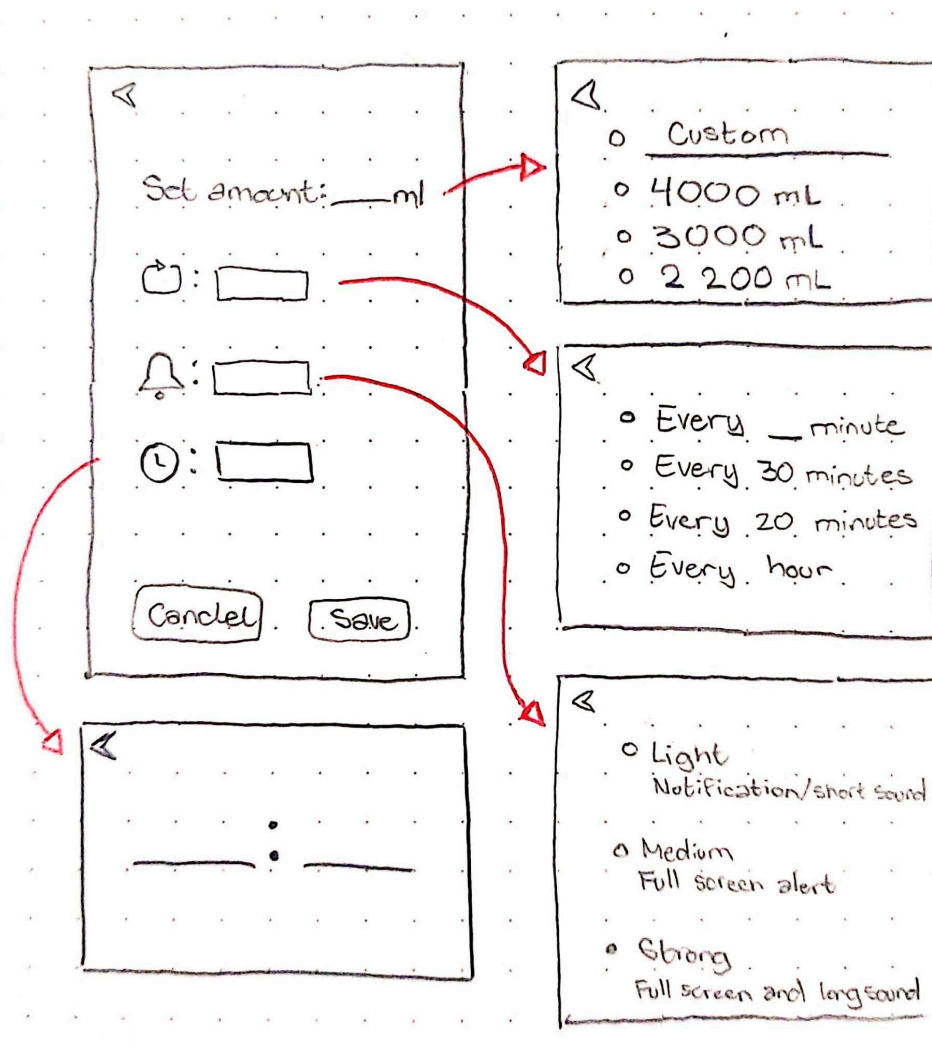
The GUI would be formatted to Android so we can focus on one foundation instead of sorting it out to two different formats. It would also give us a chance to test the applications for any other issues we might face.

### Sample Features Flow

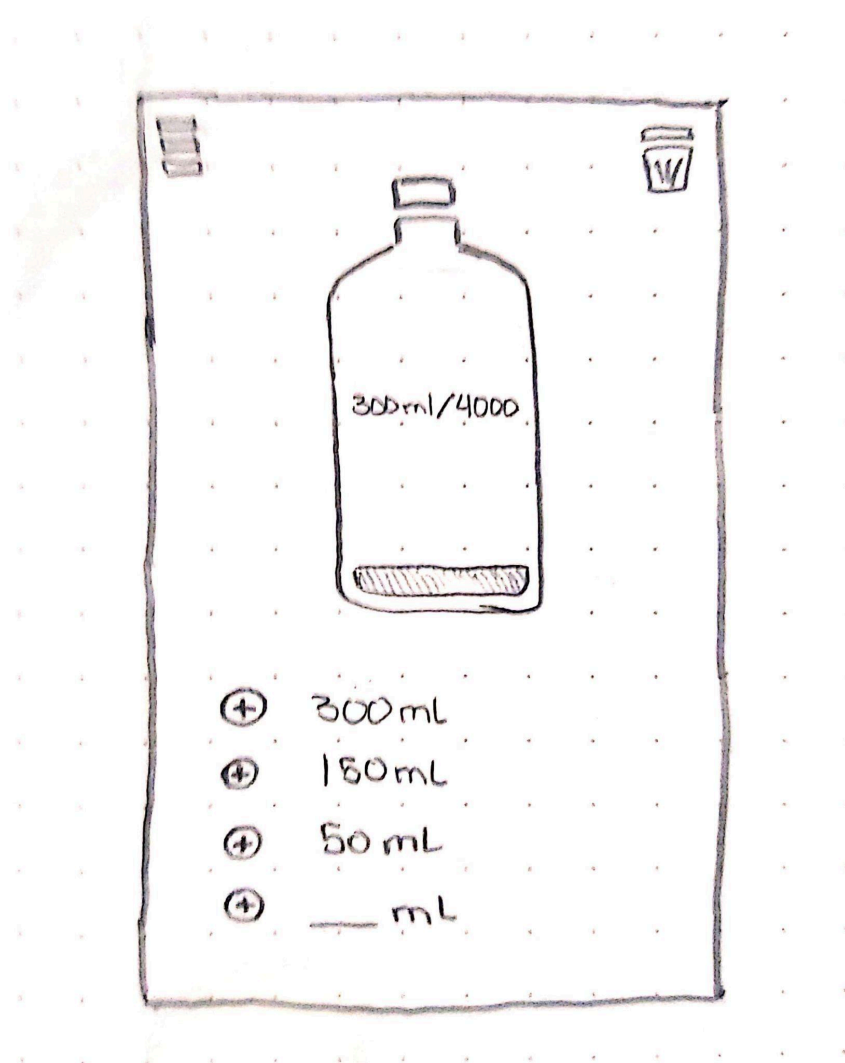
- The first part is what we are greeted with when opening the application, there's a button where you can add the reminder. Opening it will then take the user to the next window which allows them to customize the reminder to fit their standards.



- The second part shows the different customizable tasks needed to be added. Focusing on the top left GUI is the main pop up after choosing to add, it asks the user to set custom configurations or pick the suggested amounts, The top requirement asks the total amount of water needed to be drunk within the day. The second requirement below shows the duration of time when to get reminded. The third shows the user what type of settings they would want when getting notified, which uses the phone's vibration, notification, and or fullscreen. Lastly is the final option where the user can input the time they want whether it's AM or PM. A requirement will automatically move on to the next needed condition if they are left blank, they also have the option to return as seen by the arrow on the top left, and they appear with keypads if the user would want to customize.



- For the Third, as an example if you were to save and set a reminder it would show a GUI back to the menu with the new given reminder, In the center is a display of the total needed amount that starts with 0, the options below are potentially how much one would drink and can freely add it raising the meter in the display. Users are free to delete the reminder located by the icon on the top right or change any requirement set requirement by clicking the icon located on the top left.





- Fourth are the two different ways the app reminds users depending on the choice they picked for the notification setting, the left side shows what displays when picking the strong notification and to the right shows what pops up that being a notification when picking the light alarm choice, Both displays the time with the icons being “x” to dismiss signifying the user did not drink or the icon “✓”. If the user were to pick the check icon it will take them back to the menu with the set reminder so they can properly add the intake of how much they drank.

