**TEAM ROV**

**Members:** Remonde, Ong and Vidal

**Overview:**

Most parts of the world in 2024, especially the region of Southeast Asia. Has been experiencing intense heat waves since April this year. With around 70+ heat stroke reports in the last month, most people tend to overlook the most important item to carry around in a time such as this. A water bottle.

The importance of having an immediate drinking supply like a water bottle is of the utmost importance since the Philippines is currently experiencing a heat wave. And most people tend to forget that being hydrated is important to avoid experiencing a heat stroke.

As students who roam around the campus, having a source for drinking water nearby is appreciated. But most people tend to forget to stay hydrated even if the current environment they are in is not hot. Staying hydrated is still important.

**Solving the Problem:**

So, with those problems that were stated earlier. What is team ROV planning to work around this issue that is prevalent in this current situation? Team ROV is proposing a solution to create and design an application that would be suitable for mobile devices since those are what most people have at their disposal. And phones are very portable, so it is highly likely that most if not all people are carrying a phone around when they are outside. To gather this information the team will conduct a survey that consists of 10 students. With the data gathered they will decide on the design and the features to implement in the application.

**The Application:**

**Application Name:** ReHydrate (Reminder and Hydrate)

**What it is:**

* ReHydrate is an application, developed by Team ROV to tackle the problem of individuals who tend to forget that staying hydrated is important. The application will attempt to solve these issues by implementing design elements and features that are relevant to the function of the application.

**Features:**

The team will implement the features that are relevant to the application here. The features are:

* **Location Tracking**: This part of the application will track the user’s past location and current location. With the data gathered from this, the application will estimate if the user is required to hydrate or not.
* **Water Bottle Size**: This section of the application will address the user’s current size of their water bottle in milliliters and the application will send a reminder if their water bottle is running low on water.
* **Progress Tracking:** This part of the application will display the user’s hydration habits by showing which parts of the day they decide to take a sip of water.

Depending on the features mentioned above, the team will decide from the survey results to either keep these features or remove them from feedback gathered.

**Question about the Application:**

* **Who are the potential users?**
  + The users of this application could be anyone who is and is not from MMCM. Preferably the users of this application would require having a water bottle. Knowing this, the team understands the importance of keeping the application simple to navigate and easy to understand.
* **What tasks to they seek to perform?**
  + The users should seek to be able to create a habit of hydrating regularly.
* **What functionality should any system provide to these users?**
  + The main use case of this application is to help users remind them to hydrate at certain points in the day to avoid the risk of heat stroke. The application will also allow the user to set their own reminder time if they do not desire the automatic reminder of the application.
* **What constraints will be placed on your eventual design?**
  + Since the purpose of the application is simple. The team will attempt to keep the application’s design as a simple as possible to avoid any clutter.
* **What criteria should be used to judge if your design is a success or not?** The team’s criteria for judging of whether the application is a success is based on how it meets with the following conditions:
* The user can learn the ins and outs of the app easily
* The look and feel of the app’s design does not distract the user

**Approach:**

A diagram of a process

Description automatically generated