

# MIS 4596

## Project Charter

<b>Project Title</b>	<b>Diabetes Application Prototype</b>	<b>Product/Process Impacted</b>	<b>Diabetes Health Management</b>
<b>Start Date</b>	<b>September 6, 2014</b>	<b>Organization/Department</b>	<b>Fox School of Business</b>
<b>Target Completion Date</b>	<b>December 8, 2014</b>	<b>Champion</b>	<b>Bruce Hohne</b>

	Description						
1. Project Description	HealthFit Pro is a lifestyle application that enables diabetic and non-diabetic users to take control of their health by monitoring their diet, exercise and glucose readings. The app incorporates the ability to research nutritional values of food, use wearable technology to record exercise or manually input your fitness progress and submit your daily glucose reading. The latter part is omitted for non-diabetic users. Designed with doctors and nurses; the application works with employers and insurance companies to reward users who are able to maintain a healthy lifestyle. A pre-determined algorithm will score the user based on their inputs in these three areas and the score will be sent to insurance companies who are then able to work with employers on discounted insurance premiums. Directed readings and tips will also be provided to users based on their scores in certain areas to help aid in and motivate a healthier lifestyle.						
2. Project Scope	The project team will design a prototype for a diabetes help application. The start point is the project proposal, the end point being a polished and functional prototype.						
1. Project Goal and Deliverables			Metrics	Baseline	Current	Goal	
The final products of the project include: a functioning and polished prototype, a slide deck presentation of the application, a description of the data model used in the app, a project plan, a financial analysis, and a business model.			Cost		\$3 million	\$5 million	
			Time		800 Hours	1000 Hours	
			Customer Satisfaction	60%	N/A	90%	

<b>4. Business Results Expected</b>	The team expects to gather multiple partnerships with employers, who will distribute the app to their employees in order to keep them healthy. The employers will pay for the use of our application because they can use the app to lower their healthcare rates, as well as portray a positive and healthy image to the public.				
<b>5. Team members</b>	<b>Project Sponsor:</b> Bruce Hohne <b>Project Team:</b> Mathew Cotton, Kira Greenlee, Mahfuz Hassan, Veer Patel, Jerrin Raju				
<b>6. Support Required and risks</b>	A project mentor will be utilized for a bonus in real-world experience.  Project risks include: loss of a team member, loss of files, misguided project scope, inaccurate time management, lack of experience with Justinmind, and lack of communication.				
<b>7. Customer Benefits</b>	Employers will be able to make their employees healthier so that they miss less work, pay less premiums to healthcare providers due to the benefits of the app, and create a positive and healthy image for their company.				
<b>8. Technology Architecture</b>	The team will use Justinmind prototyping software to create the prototype for the application.				
<b>9. Overall schedule/Work Breakdown Structure</b> (Key milestones & dates)		<b>Responsible individual</b>	<b>Output (notes, diagrams, interviews, screen prints)</b>	<b>Date started if in progress Or Expected completion date</b>	<b>Date completed or date completion is expected</b>
Planning		All team members	Project charter	9/6/2014	9/29/2014
Analysis		All team members		9/30/2014	10/12/2014
Design		All team members	Outline for prototype	10/15/2014	11/4/2014
Implementation: Construction		All team members	Finished Justinmind prototype	10/30/2014	12/1/2014
Implementation: Testing		All team members	Revised prototype	12/1/2014	12/1/2014
Installation		All team members	Prototype and presentation	12/1/2014	12/8/2014