

BUSINESS CASE	
Proposed Project	To design and develop a simple habit tracking application to help users with the motivation and progress recording that is beneficial to develop new good habits or erase old bad habits.
Date Produced	October 12 th , 2021
Background	<p>Everyone has the potential and desire to become a better version of themselves by reflecting on their good and bad habits and using them as a stepping stone to work toward an improved lifestyle. Team Crusher's habit/goal tracking app is designed to be the support system many people need in order to stick with their goals and incorporate new adjustments into their life.</p> <p>The application will feature a simple, easy-to-use interface that allows the user to input their goals/habits and set timelines for any sub goals they may have. By creating a visual representation of how far someone has come since they started, it encourages them to stay on track as well as hold them accountable for any slip-ups they may have.</p>
Business Need/ Opportunity	Most people want to erase bad habits within themselves and replace them with good habits. However, changing habits can be a difficult journey. Motivation to continue on with a task is more easily attained when the progress already made can be seen. This habit tracker will provide that level of motivation by illustrating the progress the user has made.
Options	<p>The design options considered:</p> <ol style="list-style-type: none"> 1. Design and develop habit tracker with programming techniques learned in the current class. 2. Design and develop the habit tracker with programming techniques that are already familiar.
Cost-Benefit Analysis	
This project will be designed and developed using coding programs already available for free. Therefore, monetary analysis is not applicable. Time requirements is the focus of the Cost-Benefit Analysis:	
<ol style="list-style-type: none"> 1. Design Methods (Lectures): 3 hours x 12 week course = 36 hours Programming Methods (Labs): 3 hours x 9 labs = 27 hours Development : TBD x 4 team members <p>Total Time: 63 hours plus *Development Time</p> <p>Benefits: More familiar with recently learned methods. Instructors more accessible for questions and troubleshooting in regards to code.</p>	

2. Design Methods (Already known): 5 hours (allotted for refresher)
Programming Methods (Already known): 5 hours (allotted for refresher)
Development : TBD x 4 teams members

Total Time: 10 hours plus *Development Time

Benefits:

Less time spent learning programming and more focus on development

*Development Time should be equal in either option. Can be neglected for business case comparison

Recommendation

It is recommended to select and move forward with option 1.

Despite more time spent learning methods and programming, they will be readily available for use and easily accessible. Also, these languages interact with each other more easily for application programming.