Cadence Health

Final Report

Mobile Application

Version 1.0, 03/11/14

Table of Contents

1. Introduction - Daniel 3

2. Project Planning - Daniel 3

3. Requirements and Analysis - Nick 3

4. Design - Nick 3

5. Implementation - Nick 3

6. Learning Outcomes – Daniel, Nick 3

7. Conclusion - Daniel 3

8. RTM - Nick 3

# Introduction - Daniel

# Project Planning - Daniel

# Requirements and Analysis – Nick

-Clients need to make information more readily available and easy to understand

-Dieting not currently effective

-Need for better alternative

-Need to make appealing to average person

Thought that could benefit and enhance with an app

No one is making information easy to understand and readily available

Needs to be simple

Needs to utalise new way of managing food intake \_ORAC

Needs to be different to current ideas and systems that are ineffective

# Design - Nick

Simple

Easy to use

Appeal to wide range of users

Information presented easily

Few different options

Went with simple version with possibility for expansion

# Implementation - Nick

Followed Agile development

Iterations that was improved and modified as they progressed

Assessed at each iteration and changed as needed

-list of changes

-what we would do differently

-if we would change anything

# Learning Outcomes – Daniel, Nick

Still have no clue

# Conclusion - Daniel

# RTM - Nick