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Project Charter for Software Development

Software for Cognitive rehabilitation

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1 – Project Description

The project aims to help everyone who's going through cognitive rehabilitation using serious games to exercise the brain and trackers that help the healthcare professional, associated with the patient, evaluate the progress and adapt the treatment accordingly. There will also be available documentation regarding mental health for anyone who's interested.

Serious games were chosen for this project due to their ability to entertain and exercise the brain making the process of rehabilitation feel less like a treatment and more like a hobby. Doing so is expected that the patients obtain better results and participate more willingly.

As discussed above, the patient will be associated with a healthcare expert, but also, the recovery subject will have a family member associated. This will provide the health worker a responsible contact in case the patient has a decline in his thinking skills and cognitive abilities.

2 – Business objectives

The central intention of this project is to make it easier on those who need cognitive recovery, those who are responsible for the treatment, and the family of the patient, bringing everyone involved closer and optimizing the whole process.

Using serious games, the project also aspires to make the process more intuitive and more straightforward for the subject to train alone. Also, the ability to have a wide variety of information available on the app for quick access.

3 – Vision

Design a way to make rehabilitation a hobby, not a chore.

4 – Project Scope

Inside the scope

The project is made to include every person who needs a cognitive rehabilitation and even if it can be done alone, its recommended to be followed by a healthcare professional.

Outside scope

Only dementia is considered in the treatments scope of the project. Deceases like stress, depression, anxiety, anger or eating disorders are not included in the scope of the project.

5 – Swot analysis

<i>Strengths</i>	<i>Weakness</i>	<i>Opportunities</i>	<i>Threats</i>
Easy to use	Requires a mobile device	Make rehabilitation remote	Preference of local treatment
Connect family and healthcare worker	Requires internet connection	Make rehabilitation available to more people	Patient does not have internet in his house
Track progress of the patient automatically	Some level of tech savviness may be required to setup the treatment environment	Processing the patient data to offer detailed information about his progress	Mobile device breaks

6 – Milestones

Project Manager – Carlos Cunha a21905496

<i>Event e deliverables</i>	<i>Target Date</i>	<i>Responsibility</i>
Assemble Project Team	November 21,2021	Project manager
Project charter (and WBS) approved	December 3,2021	Project manager
Project plan completed	January 4, 2021	Project manager
System design completed	March 31, 2021	Project manager
Test plan completed	April 8, 2021	Project manager
Integration tests	April 22, 2021	Project manager
Deployment completed	May 13, 20	Project manager
Project closed	May 30, 2021	Project manager

7 – Business Risks

<i>Risk</i>	<i>Probability</i>	<i>Impact</i>
Personal computer breaks	Medium	Medium
Cyber attack	Low	High
Client computer breaks	Medium	High
Developer cannot work	Low	Severe
Product tests are not approved	Medium	Medium

8 – Constrains

The main constrain in the project is the fact that the project is being developed by only one person. Being so, the project is very limited not only by its deadlines but also by the risk of the only developer getting sick or not be able to work for a certain period.

9 – Resources and Stakeholders

Resources	Description and Roles & Responsibilities
Development team	Project Manager, responsible for the product implementation and high-fidelity testing.
Physical facilities and equipment	Personal computer for product development.
Software engineering team	Project Manager, responsible for all the project documentation as well as quality insurance