**COSC 412 Spring 2020 Project Kickoff**

February 11, 2020

**Background Information**:

Results of a recent study commissioned by the US Dept of Health and Human Services (DHHS) reveal that teens today are more likely to develop a sustained interest in a healthy, active lifestyle if they are provided with some type of technology-based “game-like” tool to stimulate their interest in the areas.

Based on the results of this study, along with rapidly increasing public interest in health, the DHHS has made the decision to form the *Healthy Teen Healthy Life* committee or HTHL. The goal of this committee will be managing the creation of a technology-based, gaming tool to meet this need. The HTHL made the decision to hire Subject Matter Experts (SMEs) from various related industries including fitness, teaching, medical, health/nutrition and technology, to determine the initial needs of the product and lead this effort to fruition.

After months of planning the HTHL committee has secured funding for creation of a “revolutionary gaming-based website that educates while it stimulates young minds.” Initially the committee has decided to focus on high school aged teens and mobile devices however they have made it very clear that their final vision for the system is that it caters to children of all ages and able to be used on all popular devices.

The HTHL committee has mandated the following from the website:

* The general purpose of the website would be to create a fun, interactive learning experience for teens which educates them on healthy lifestyle choices.
* The game should support both single, team and multi-player modes. It should be compatible with all devices however there is a focus on mobile compatibility.
* The site shall facilitate advertising and donations from appropriate venues.
* Parents/Guardians must be provided a way to “monitor” their child’s progress in the game.
* The game must allow for appropriate government officials and designated personnel to contribute input as well as monitor the progress of teens.
* Provide a technical status report roughly half-way through the project. Due to the dispersed locations of the committee members this status report will be virtual.
* Demo a prototype in the mid-May timeframe with the understanding that a fully-functioning system would not be available until later next year. Provide a plan for how the prototype will be evolved into the final “to-be” solution.

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| **Project Breakdown** | |
| Weekly Deliverables (Classwork) | 20% |
| Mid-semester presentation (No show means no credit) | 25% |
| Final presentation (No show means no credit) | 35% |
| Teammate Evaluations (Average of grades assigned by your teammates) | 20% |