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| **SOW Definition** | |
| **Client Name** | Healthygx Tech Pvt. Ltd. |
| **Subject** | Statement of Work (SOW) for Container Orchestration |
| **SOW Document#** | Healthygx v1.0 |
| **SOW Number** | 01 |
| **Date** | 15th Aug 2020 |
| **Prepared By** | Misbah Rahman. |
| **Contact** | Md Istiyak |

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**STATEMENT OF WORK (SOW)**

This SOW SoW\_ Healthygx Tech is submitted on Aug 20th, 2020 and the agreement between **BottomHalf Pvt. Ltd.** and **Healthygx Tech Pvt. Ltd.** and sets forth the specific terms and conditions relating to the provision of services referred to in this SOW.

NOW THEREFORE IT IS HEREBY UNDERSTOOD AND AGREED AS FOLLOWS:

1. Project Summary

## 1.1 Project Objective

**Mobile App & UX design:**

This project is belongs to **Healthygx Tech**. In this project **BottomHalf** is outsourcing entire mobile app development with UX for both android and ios platform. API is already developed by the parent company by using existing api BottomHalf will go ahead and develop mobile application.

## 

## Project Scope

**2.1 Functional:**

1. **UX design analysis:** Will start analysing the existing screens and new screens. Once both analysis done then will start designing the screens.
2. **UX development** 
   1. **New screens:** Start developing UX screens from scratch.
   2. **Modification :** During screens analysis if we find the screens which need to be modify or extend the features then we will start development of those screens only, as source code is not available, UX developer will make image changes for the existing screens and provide assets library to client.
3. **Mobile application:** Total 45 screens of mobile application need to develop using flutter technology, the development will start once the UX screens developed. Parallel development will go on. In the first phase will provide android solution.

**Mobile application deployment required android play store and ios apple store will be taken care by the client.**

1. Project Approach and Delivery Methodology

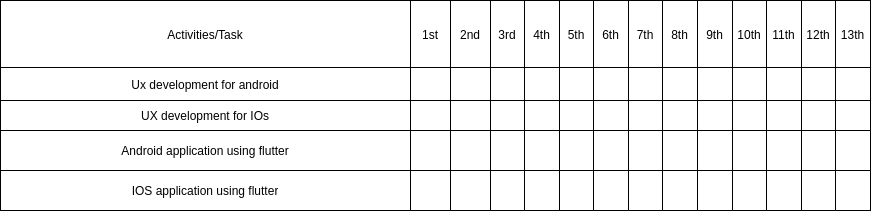
## Project Approach

BottomHalf will follow an Agile Methodology for implementation of Mobile application using flutter and UX development.

## Delivery Methodology

Sprints will be of 2 weeks duration in line with Healthygx Tech.

**Project Plan**

A high-level business release plan and dependencies have been illustrated to HTMA, as part of due diligence and detailed project plan will be jointly agreed once the project kicks off.

1. **Project Team Structure**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.NO** |  | **Role** | **Responsibility** | **Commments** |
| **1.** |  | UX architectures | Design ios and android ux | - |
| **2.** |  | Mobile application | Develop android and ios mobile application using flutter. | - |

* 1. Assumptions & Dependencies

The following are the various assumptions and dependencies relating to the project

***Assumptions and Dependencies***

* Development of the UX and Mobile application started parallelly.
* Account required for android play store and apple store for deployment.
* Healthygx tech will provide all the api required for mobile development. No api development required.
* Will involve devops if required.

1. **Deliverables**

**BottomHalf** will deliver the following deliverables during the various phases of the project.

|  |  |  |  |
| --- | --- | --- | --- |
| **Work Stream** | **Key Activities** | **Deliverables** | **Customer Dependency** |
| UX for android | Develop new screens and modify existing screen if required | 1. Source code. | 1. Availability of key stakeholders and decision makers 2. Licences |
| Android application | Develop screens based on UX development progress and given api support. | 1. Source code | 1. Availability of key stakeholders and decision makers 2. For the development of mobile application client should provide us APIs. 3. Licences |
| UX for IOS | Develop new screens and modify existing screen if required | 1. Source code | 1. Availability of key stakeholders and decision makers 2. Licences |
| IOS application | Develop screens based on UX development progress and given api support. | 1. Source code | 1. Availability of key stakeholders and decision makers 2. For the development of mobile application client should provide us APIs. 3. Licences |
| Testing | 1. UX for android and ios testing. 2. Testing and bug fixes after development completion. | 1. Source code 2. APK file 3. IPA file | 1. Availability of Application Support Team for transition 2. Participation in Transition activities and sessions. 3. Availability of key stakeholders and decision making |

**5.1 Acceptance Criteria**

* + Healthygx Tech will review and approve Deliverables within three (3) business days following the date of submission.
  + A rejection of any Deliverable should be in writing stating the nature of failure in sufficient detail. If no feedback is received within the agreed timeframe, the Deliverable submitted by Vendor will be deemed as accepted by Healthygx Tech.
  + BottomHalf will fix any issues reported by Healthygx Tech and submit the deliverable for another round of review and approval

**5.2 Requirement Change Management Process**

This project will follow the definitions in section 1.  
Any change in scope or new requirements will be defined, sized, priced separately for Healthygx tech consideration and approvals as a child SoW or addendum to this SoW. Impact of all such requirements will be assessed, agreed and will be prioritized for development as a separate trench. BottomHalf will realign the project plan as per the approved agreed priority and incorporate the changes.

BottomHalf will assess, prioritise and deliver all change requests raised due to defects found in project Vow during UAT and warranty phase.

For all changes requested by Healthygx Tech thereafter, Healthygx Tech will raise written CR. BottomHalf will analyse impact of change and provide estimates. On signing of CR and approval by Healthygx Tech & BottomHalf will deliver the changes accordingly.

1. **Commercials**

|  |  |  |
| --- | --- | --- |
| **Component** | **Description** | **Price (INR ₹)** |
| UX development for android | 30 new screens and 15 existing screen need to modify if required. | **₹** 30,000 |
| UX development for IOS | 30 new screens and 15 existing screen need to modify if required. | **₹** 30,000 |
| Mobile application using above UX design | Min 30 screen to Max 45 screen | **₹** 90, 000 |
| **Total** | | **₹ 150,000** |
|  | |  |

**Terms and Conditions:**

* The cost will be increased if the scope of development exceeds.
* All prices mentioned here are ex-TAXS.

## 

## 6.1 Payment Milestones

|  |  |  |
| --- | --- | --- |
| **Sr. No.** | **Deliverable** | **Milestone Payment** |
| 1 | Advance week 0 | 25% |
| 2 | Week 6, deliver UX for android and initial setup screens for android mobile app. | 50% |
| 3 | Week 13 deliver android, ios, UX (both android and ios) and any backlog items. | 25% |
| **Total** | | **100%** |

1. Intellectual property – Ownership and Sharing

All deliverables made by BottomHalf against this SOW will be handed over to Healthygx Tech and all source code will be owned by Healthygx Tech. BottomHalf will not claim or hold ownership to any of the identified deliverables in part or full at any point of time or use any such deliverables, unless such use is for Healthygx Tech.

1. **Sign-off**

This SOW document has been agreed and signed off by below parties

|  |  |
| --- | --- |
| BottomHalf | Healthygx Tech |
| By: Md Istiyak | By: Satya |
| Digital Signature: | Digital Signature: |
| Title: CTO | Title: CEO |
| Date: 15th Aug, 2020 | Date: 15th Aug, 2020 |