

Aim

Being healthy should be part of your overall lifestyle. Living a healthy lifestyle can help prevent chronic diseases and long-term illnesses. Feeling good about yourself and taking care of your health are important for your self-esteem and self-image. Maintain a healthy lifestyle by doing what is right for your body. The objective of patient monitoring is to have a quantitative assessment of the important physiological variables of the patients during critical periods of their biological functions. For diagnostic and research purposes, it is necessary to know their actual value or trend of change.

Functionalities

Consult specialist of your choice

Get in touch with the best doctors around.



Monitor your health regualary

This helps patient to know at the right time what treatment he needs from doctor.



HEALTHCARE MANAGEMENT SYSTEM

Health +

Group 20

Mentor: Nitish Yadav

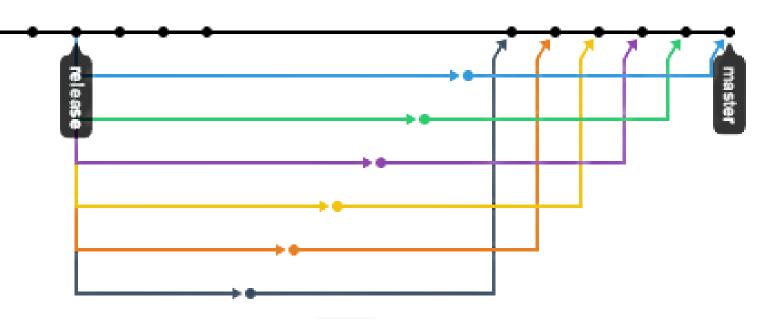


- To understand how an application is engineered over the SDLC by following pre-existing methodologies.
- To clearly evaluate and generate the necessary requirements and assesments

Detailed design for the various functionalities provided to the user

To develop a system that can support continuous monitoring of patient's data, notify doctors in cases of anomalies, maintain patient's medical reports, and parameters. It should also include scheduling of appointments and notices for future appointments.

Milestones



Sprint-1:

- Implementation of Login and Sign Up for Doctors and Patients.
- Patient should be able to book an appointment.

Sprint-2:

- Implementation of function to accept or reject an appointment by the doctor.
- Functionality to add medical prescriptions for patient.
- Implementation of functionality to add medical parameters of patient.

Sprint 3:

- Implementation of charts/diagrams for different parameter of patients
- To notify doctors through mails in case there are abnormalities in any of the parameters.

Lessons Learned

- Always Start Small then Extend
- Design and evaluate before Development
- Commit the small changes first and keep your code updated.
- Always other use branches rather than the main branch.
- Follow the process model till the end.
- Always keep buffers, it will takes longer than you expect.
- No assumptions on how much the team member knows.
- Diagrams helps to ease the implementation of functionalities.

• Knowledge of collabration platform is equally important as the frameworks.



Achievements



- Managed to use Agile Scrum Artifacts through out the project. Successfully documented all user requirements and related documents.
- Successfully built Clean, Concise and Responsive User Interface using React, HTML and JS.
- Learnt to implement backend using NodeJS and connect it with MondoDB database.
- Learnt how to manage a project by using GitHub (repositories, commits, pull requests, issues).

Shortcoming

- Less knowledge of GitHub, not maintaining the right structure of the project at the start.
- Fewer efforts in UI design.
- The development started late because the Initial focus was on learning new technologies and tools, which took greater time than expected.
- It took us a long time for merging the front-end with the back-end than expected.





Project Ratings

Rating of Software Artifacts

- Code 4.4/5
- Documentation 4.5/5
- Project management 4.5/5

Overall Project Rating

8.93/10



Mhy Agile?

Iterative approach to project management

Helps teams deliver value to their customers faster and with fewer headaches

Requirements, plans, and results are evaluated continuously so teams have a natural mechanism for responding to change quickly

Distributed Scrum

Requirement Elicitation Techniques



- A From the problem statement, we identified our user base and then went ahead to identify our requirements with the help of the following methods
- **O1 Interviews**
- **O2** Survey Forms
- **03 Brainstorming**

3 Artifacts of Scrums

Artifact is something like a tool that we make to solve a problem



PRODUCT BACKLOG

- list of work that needs to be done.
- Basically "To Do" list for the team



SPRINT BACKLOG

- User stories, bugs that need to be fixed in the current sprint cycle.
- Used MoSCoW prioritization technique



SPRINT GOAL

• Usable end product from a sprint.

Contribution

DEVYANI PANCHAL

- Scrum Master, Organizing Scrum Events and product backlogs, Scrum Planning, Ensuring of best practices of spring reviews and scrum artifacts
- Front End: Patient Dashboard, Home Page, Medicines, Reminders, Add data, Sign In, Sign Up
- documentation: Product backlog Estimation, MoMs, PPT

KIRTAN DELWADIA

- Front End: Doctor and Patient Dashboard, Sign In, Sign Up, Add and View Data, Appointments and Medicines
- Demo Video, Back End and Front End Integration
- Database Models: Appointment, Patient, Doctor, Medicine

SMIT MANGUKIYA

MongoDb Atlas and SetUp, Express Server, Design database for application, MongoDB models,
 REST API endpoints on server, Front End and Back End integration, Deployed wesite on Vercel and Back End on Heroku

RISHABH Rathod

Documentation, Forms, Doctor's List

Contribution

JASAPARA DHRUMIT

Activity Diagrams, Class Diagrams, Sequence Diagrams

PARIKH ACHAL

Activity Diagrams, Class Diagrams, Sequence Diagrams

SAKETH RAM

PPT, Development

KOTAK PAVAN

 Documentation, Requirement Elicitation, User Stories (Prioritization + Acceptance Condition), Patient Report Forms

PATEL AYUSHI

 queries for adding and fetching different parameters from the database(Documentation), Elicitation techniques, Identifying and prioritizing user stories for different sprints, Sprint backlog and sprint log for different sprints

HARDIK MADHWANI

- Backend Queries for adding and fetching the parameters, sending mails
- Documentation: Unit Testing, Sequence and activity Diagrams

Risk Assessment

