**Background**   
The study's main purpose is to motivate persons with OCD to carry out their compulsions in a systematic manner. The patients have bothersome routines and thoughts. To them, these habits are healthy, yet to others, they appear to be abnormal. Even when they are aware that their obsessions are unreasonable, it is difficult for people with OCD to detach or cease from their obsessive thoughts or compulsive behaviors. The cause of irrational fanaticism isn't fully understood. Although there may be a genetic component to OCD, changes in your body's regular science or cerebrum capabilities could also be the cause of OCD. This project will address that problem by creating an app for patients suffering from OCD, to provide a momentary fulfillment and help them to boost their confidence when the situation arises.

**Objectives**

* To analyze the users' success rates by linking their behavioral reactions to their treatment plan.
* To achieve a high level of user satisfaction by incorporating easily accessible options and features
* Gathering user data, detecting trends to better understand behavioral tendencies in terms of age, gender, and geography to assist and provide better-customized recommendations.

**Scope**

The project's goal is to research and develop a clinical application for patients suffering from OCD. We estimate that this project will take no more than 90 days to complete and will cost a million dollars.

The sequence of events represents all phases of application development, including analysis and planning, which leads to the creation of a project roadmap, the determination of minimum viable products, and the prioritization of features for the initial launch. Furthermore, the goal of the design process is to build an intuitive and user-friendly interactive application as this allows consumers to stay engaged with the software.

The database and server site objects required for mobile applications are defined later in the app development phase. (Development of the Back-End).

(Front-End development) — the most appropriate programming language and technology stack are chosen [1].

Quality assurance — rigorous testing ensures that the application is stable, usable, and secure.

In addition, user experience testing, functional testing, performance testing, security testing, design, and platform testing are all prioritized in this approach [1].

Deployment and support - metadata is produced before a native mobile app is released to the app store, which includes the title of the app, a description, setting the category and keywords, making a launch icon, and creating screenshots [1].

**Timeframe**

|  |  |  |
| --- | --- | --- |
|  | Description of Work | Start and End Dates |
| Phase One | Analyze, and find the application's required features by consulting both technical and mental health doctors who had done specialization in OCD. | Three weeks (February 1st- February 22nd) |
| Phase Two | Forming a layout & Technological aspect for app development | Seven weeks (February 23rd-April 16th) |
| Phase Three | Testing and post-launch support for constant enhancement | Two weeks (April 17th-May 1st) |

**Project Budget**

|  |  |  |
| --- | --- | --- |
|  | Description of Work | Anticipated Costs |
| Phase One | Prioritize mobile app features for MVP implementation (sending a list to the development team, so a business analyst can add more features as needed and prioritize functions for the first project scope). | $100,000 |
| Phase Two | Working on a user interface and giving an intuitive model (working towards the development of the prototype) | $600,000+$150000 |
| Phase Three | Public beta launch to various app stores like android and apple stores (regular monitoring and working constantly on the updates to enhance the application) | $150000 |
|  | **Total** | **$ 1,000,000** |

**Key Stakeholders**

|  |  |
| --- | --- |
| Client | People who are suffering from Obsessive Compulsive Disorder. |
| Sponsor | David Francis |
| Project manager | B505 Team 8 |

**Monitoring and Evaluation**[Describe how progress will be evaluated throughout and at the end of the project. Formulate clear indicators for objectives and results]

Monitoring of the project will occur at the end of each day, along with a status report. All risks are communicated to management immediately, and corrective measures are taken where necessary.

Once the application is published in the app store monitoring and evaluation are carried out by using mobile analytic services to track usage and key performance indicators to determine its performance. A crash report check or any other user-related feedback reported regularly is evaluated.

Auditing records and comparing data before and after development help in improving the overall satisfaction and outcome of the application.

Detailed evaluation will be provided at the end of the project indicating planned effort and actual effort.

Additionally, patients will be asked to complete surveys regarding their experiences with the application developed.

**Approval Signatures**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
| [Name], Project Client |  | [Name], Project Sponsor |  | [Name], Project Manager |

**References:**

1. Invonto, T. (2022, January 23). *Mobile App Development Process: Step-by-step guide*. Invonto. Retrieved February 5, 2022, from https://www.invonto.com/insights/mobile-app-development-process/