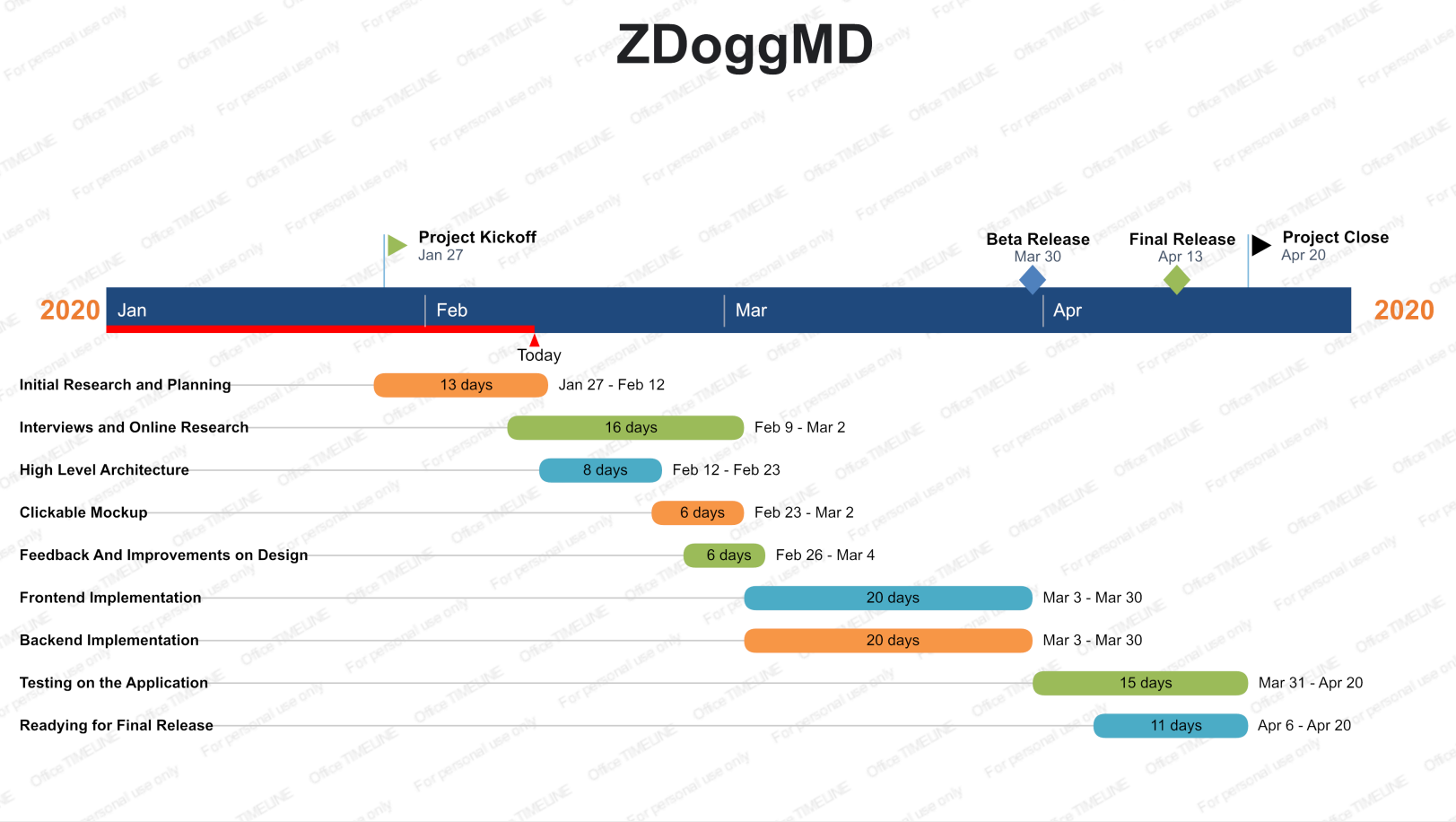
Gantt Chart


ZDoggMD
Project Kickoff
Jan 27
Beta Release
Mar 30
Final Release
Apr 13
Project Close
Apr 20
2020
Jan
Feb
Mar
Apr
2020
Today
Initial Research and Planning
13 days
Jan 27 - Feb 12
Interviews and Online Research
16 days
Feb 9 - Mar 2
High Level Architecture
8 days
Feb 12 - Feb 23
Clickable Mockup
6 days
Feb 23 - Mar 2
Feedback And Improvements on Design
6 days
Feb 26 - Mar 4
Frontend Implementation
20 days
Mar 3 - Mar 30
Backend Implementation
20 days
Mar 3 - Mar 30
Testing on the Application
15 days
Mar 31 - Apr 20
Readying for Final Release
11 days
Apr 6 - Apr 20

Breakdown of "Initial Research and Planning"

- **Description:** This step involves gaining an understanding on what is needed for our project, why it is important, and what previous similar attempts have been made at tackling the underlying problem. We will also be planning out a high-level schedule of the rest of this semester to schedule milestones for the project
- **Entrance Criteria:** Project description
- **Exit Criteria:** Understanding of the project scope, resources detailing past attempts, a Gantt Chart

Breakdown of "Interviews and Online Research"

- **Description:** In order to gain insight on what people want, we need to interview people in the industry as well as research through the internet. The in-person interviews should be with people who would be using this app or assigning people to use this app. Online research will be focused on what healthcare gaming features have proven to yield results and gain popularity.
- **Entrance Criteria:** Contacts of people in the industry, a breakdown of questions we want answered
- **Exit Criteria:** Knowledge of exactly what we want this application to be and what will make it successful

Breakdown of "High Level Architecture"

- **Description:** This step in the project includes creating a flow chart of exactly how we want our final application laid out on a high level. This includes how the frontend, backend, and FHIR data base will interact. Also included here could be a storyboard to describe the user experience we are thinking of creating.
- **Entrance Criteria:** Knowledge of what our application should generally be, knowledge of what features must be included
- **Exit Criteria:** A storyboard and/or flow chart that details how we want our user experience to be and how our frontend/backend/FHIR will interact to accomplish that

Breakdown of "Clickable Mockup"

- **Description:** This task will involve creating a prototype that can be navigated through to simulate the user experience. This can be done using a software like InVision Studio. By doing this, we will have a first look at what our users will be doing when utilizing our application and we can tinker from there. This will not be a final frontend nor will it connect to any backend, but instead will be used for design purposes.
- **Entrance Criteria:** A storyboard/flow chart detailing exactly how the app should navigate, software that can create mockups (InVision Studio)
- **Exit Criteria:** A clickable mockup that people can test and give feedback on

Breakdown of "Feedback and Improvements on Design"

- **Description:** The point of this stage is to have people outside our team try our clickable prototype. Anyone who navigates through it will be able to give feedback on what is good, what is missing, and what they would do differently. Using this feedback, we will make changes to our mockup until it is where it needs to be in order to work on the actual prototype.
- **Entrance Criteria:** A clickable mockup, peers who are willing to test our application and provide feedback
- **Exit Criteria:** Feedback on what is working/not working in our application design, a final design for our product

Breakdown of "Frontend Implementation"

- **Description:** This stage involves our team taking the mockup and putting it into actual frontend code that will develop our app. This can be done with software such an XCode or Visual Studio (depending on our desired operating system). Our frontend will be developed in parallel with our backend to display the correct data needed and give users our intended experience
- **Entrance Criteria:** Final mockup for design, software for development, some backend code (done in parallel)
- **Exit Criteria:** A working application that has the desired UI and connects to the backend to display the intended graphics

Breakdown of "Backend Implementation"

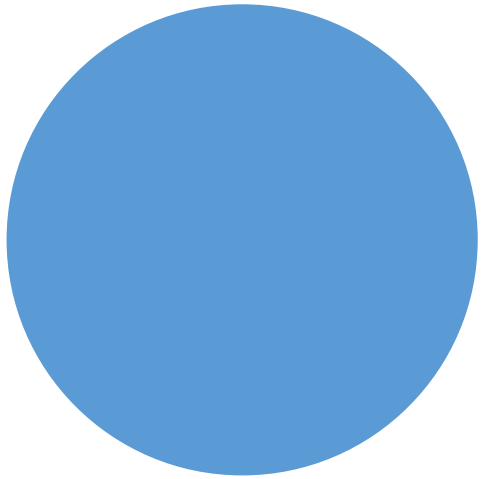
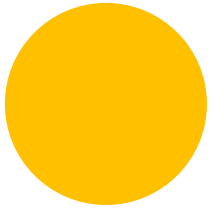
- **Description:** The backend implementation of our project will need to connect data from FHIR to our frontend displays. This code will also be used to help control the flow of our application and saving any data that needs to be stored. IDEs like XCode and Visual Studio can again come in to help us complete our front and backend in parallel
- **Entrance Criteria:** Software for development, a plan for what the backend should be doing, some frontend code (done in parallel)
- **Exit Criteria:** A working application that has the desired UI and connects to the backend to display the intended graphics

Breakdown of "Testing on the Application"

- **Description:** This stage is similar to the "Feedback and Improvements on Design" activity in which we will have people outside the team try our application and give feedback. This feedback will lead to final changes into the flow of the application and will ensure that what we have created is useful to the public.
- **Entrance Criteria:** A completed and working application, peers who are willing to test our app and provide feedback
- **Exit Criteria:** A final application that has been modified to fit the user feedback

Breakdown of "Readying for Final Release"

- **Description:** This step is mostly about tying up all loose ends before deployment. This will involve creating any necessary documentation, making a deployment plan, and figuring out how future updates will be done. Once all this has been handled, our application can then be released
- **Entrance Criteria:** A finalized application that works in completing the intended purpose
- **Exit Criteria:** Application is documented and released, a plan for how to handle future updates

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