



**Proposal/Quotation**

**MEDICINE REMINDER APP**

Version 1.0  
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## A. Introduction/Background

Medicine reminder app (Reference name until the application name is finalized) will be created only for Android platform and will be a medium that will let the users to set reminders for themselves as well as their family members for medicine intake as well as provide incredibly useful content for learning the basic and general information about medicine and health. For the first version, all the content within the application will be free with no premium content. In later versions of the app, more categories with premium access, to be purchased via In-app purchase, can be added in the app.

The application will be created as a scalable app for upgrading with new features and functions, if required in later stages.

## B. Features Summary:

### Front end / User App

The graphics for the mobile application will be bright and vibrant but the application will be easy to use, so the users can understand its functioning. The major features include:

1. Registration and Sign-up
  - i. Login Screen
  - ii. Registration Screen
  - iii. Forgot Password Screen
  - iv. My Profile Screen
  - v. My Family Member Screen
  - vi. Adult Immunization Questionnaire Screen.

**Reference :**

Document – Requirements Specifications – Screen.

Page – 43-48

Section – 3.7

2. Immunization Management

**Reference :**

Document – Requirements Specifications – Screen.

Page – 5,6,7

Section – 3.1

3. Vaccination Knowledge Base

**Reference :**

Document – Requirements Specifications – Screen.  
Page – 8-17  
Section – 3.2

4. Physical Activity Guidelines

**Reference :**

Document – Requirements Specifications – Screen.  
Page – 19-23  
Section – 3.3

5. Growth Monitoring Management

**Reference :**

Document – Requirements Specifications – Screen.  
Page – 23-32  
Section – 3.4

6. Know Why, What & How

**Reference :**

Document – Requirements Specifications – Screen.  
Page – 32-36  
Section – 3.5

7. Development Screening Management

**Reference :**

Document – Requirements Specifications – Screen.  
Page – 37-42  
Section – 3.6

## **Back end / Admin dashboard**

The application will have a basic admin dashboard in the first stage. Where the admin can manage the categories and content within. The interface will be template based and no custom design will be created for the admin dashboard.

## Assumptions

- The content for the application will be provided by the client in form of English text to be added.
- The content will be downloaded locally on the device with the app.

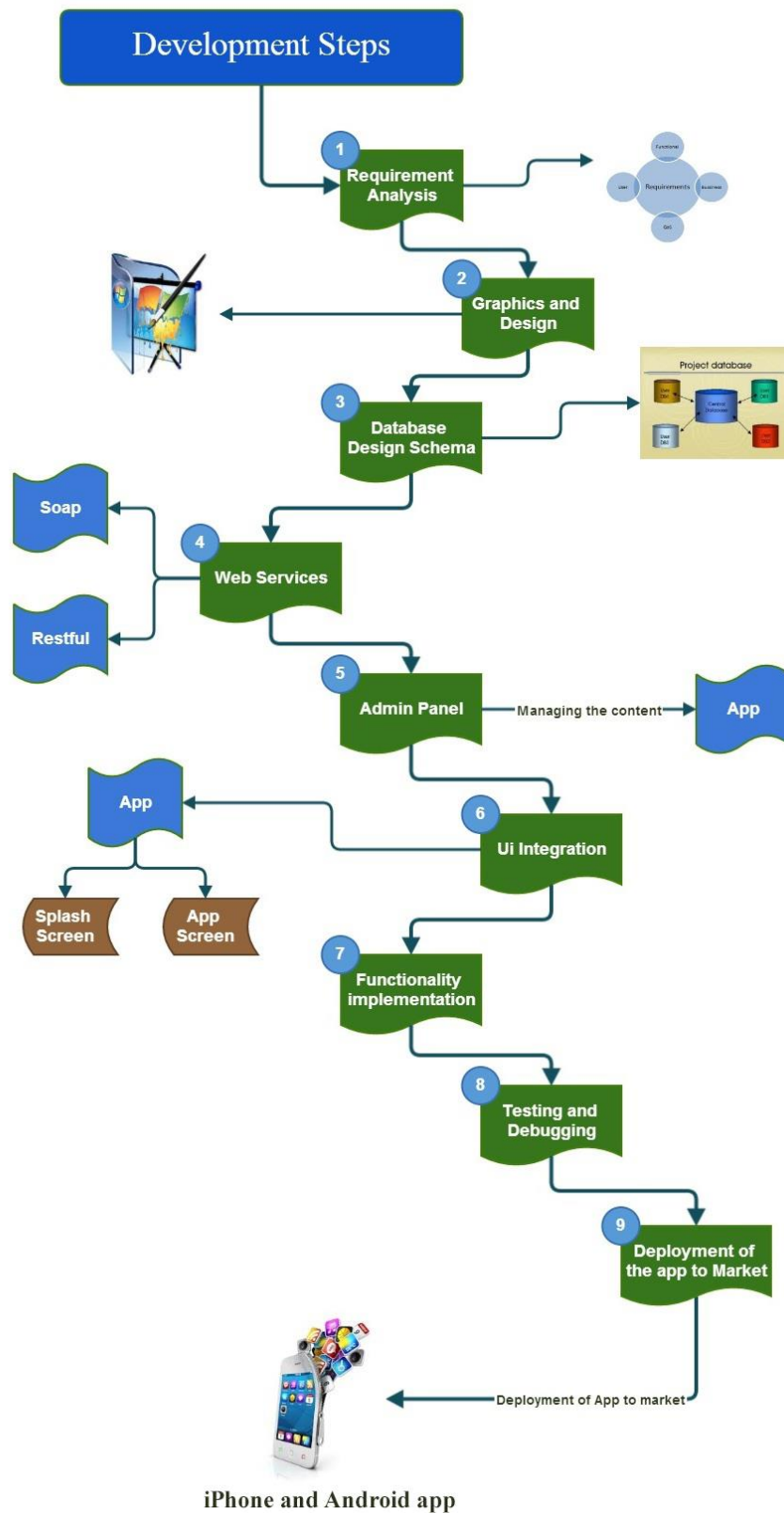
## C. Application Technology stack

The application platform components proposed for the solution are entirely based on the open source platform, and will include the following tiers:

Component/Tier	Technology	Resolution Support
Database	SQLite for Local mobile storage	
Web admin	PHP and MySQL database.	
Mobile App Platform Android App	Android SDK:- Android 4.0 + Programming Language:- Java Back-end:- MySql , php IDE:- Android studio	720*1280  1080*1920  1440*2560

## D. Application development steps

Following are the steps and levels involved in the development of the app.



## E. Deliverables

### App designs and graphics

The application design will be implemented in following steps:

- The application interface will be started with reviewing the current designs and analyzing the missing designs.
- The designs will be created based on the features and screens within the agreed scope of work.
- Application Logo will be provided by the client.
- Required revisions will be made in the designs, if any.
- Only up-to 2 revisions of designs will be covered.
- Final PSD designs will be sliced for integrating in the app.

### Complete Bug free Android application source code

- The Application source code will be delivered to the client after completion of Application and upon complete payment agreed for the contract.
- The code will be tested and bug-free
- Any modifications other than the **discussed** and agreed features will be considered as '**change of scope**' and hence will add to additional timeline and will be billed as per the number of hours.
- Tablets are **not** covered in the scope of work.

## F. Further enhancement and phases.

The application may require phase 2 development after phase 1 is completed, uploaded and is successful. Phase 2 will include additional functions that results out of suggestions and recommendations during the development of first version of the app. User's feedback and client's expectations are prime contributing factors before creating the second version of the application.

## **G. Project Timeline ( in number of hours / weeks)**

Overall expected development timeline – 1 month – 1.5 months.

Billable time – 166 hours

**Delivery Time Frame: 2 months (Includes testing and Playstore upload)**

## **H. Budget and Milestones**

The contract for the application development will be managed and paid through Upwork. The total projected cost of the application is as follows:

166.6 billable hours

Hourly rate - \$ 15

Budget = 167 hours \* \$15 = \$ 2505 (**EXCLUDING** Upwork fee)

Which is \$ 2839 (**Including** Upwork fee)

## **I. Meetings:**

We will use Basecamp; the project management Web portal acts as the central place where all activity around a project occurs. Each user—and they can be internal to the company or an outside partner—has her own login credentials, profile, and dashboard that show only information that's relevant to her/him.

All discussions, information-dissemination, scheduling, task assigning, and questions live alongside the project.

## **J. Terms and Conditions**

1. The proposal quote is valid until there is no change in the scope of the application
2. The client is requested to have prompt communication with the development team during the development phase. A non communicated absence of more than 10 days will force the project to be put on hold.
3. The proposal does not include any third party licensing cost, if required. The client will have to sign up with the provider and provide us with the access.
4. Any changes in the provided scope of work subject and will be considered separately as a

change order and conveyed to the client explicitly.

5. We will provide 45 days after delivery support for any kind of bug fixing. The same is included in the proposal. Any additional requirements will however be chargeable.
6. The mentioned delivery timeline depends on prompt communication and we would request for the same during the development cycle.
7. All the content for the application will be provided by the client and placeholder content will be placed in absence of the same.

## **Client Approval:**

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