

Project Summary

This document is intended to provide a summary understanding of the high-level vision of your project goals.

Company Name	Fantastic Five									
Company Address	Toronto, Ontario, Canada									
Company Website	Not applicable									
Telephone	Not applicable									
Contact	Bruna Bispo Evgeniya Zhukova Gordon Wells Karin Zigdon Marina Savochkina									
Title	Mind Manager app									
Email	Not applicable									
Telephone	Not applicable									
Project Title	Mind Manager app									
Project Description	<p><u>About the company:</u> Fantastic Five is based in Toronto and other cities around the world, the team develops and maintains web applications.</p> <p><u>About the project:</u> Mind Manager is an application for a mobile phone, in which the user selects information or answers questions on their mood and how they are feeling. After which the app will give a series of options the user can select such as activities, music, poetry, and general locations that would best suit them in their current state of mood.</p>									
Problem/ Opportunity Assessment *	<p><i>Please describe current state problem/opportunity that describes the nature and extent of the problem (factual, quantified, concise), or that outlines a chance for advancement or progress.</i></p> <table border="1"> <tr> <td>1.</td><td rowspan="3">Not many current apps provide diverse options for those looking to assess and deal with their current mood.</td></tr> <tr> <td>2.</td></tr> <tr> <td>3.</td></tr> </table> <p>Many people in the world can often feel many emotions or feel energetic and not know what to do with it. An app that deals directly with handling it can yield great benefits.</p>		1.	Not many current apps provide diverse options for those looking to assess and deal with their current mood.	2.	3.				
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2.										
3.										
Desired Project Outcomes/ Requirements*	<p><i>Define how this project shall address a business need, e.g. the business problem or opportunity described above; describe what the beneficiary must be able to do / receive from the solution</i></p> <table border="1"> <tr> <td>1.</td><td>A mobile application that would help the user with deciding what activities, music, poems, etc., based on their mood and feelings.</td></tr> <tr> <td></td><td>A seamless user-friendly interface that is easy to learn and fully functional.</td></tr> <tr> <td>2.</td><td></td></tr> <tr> <td>3.</td><td>Option for the user to select their current mood or for them to answer a series of questions to find it out.</td></tr> </table>		1.	A mobile application that would help the user with deciding what activities, music, poems, etc., based on their mood and feelings.		A seamless user-friendly interface that is easy to learn and fully functional.	2.		3.	Option for the user to select their current mood or for them to answer a series of questions to find it out.
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	4.	
Key Deliverables to be produced by students*	<i>Define the boundaries of work that you expect to receive from the students effort (vs. internal effort)</i>	
	1. 2. 3.	A functional mobile application that works on android devices. Application will contain functional finding application to locate a good spot for activities outside and also suggest indoor activities. Also, MAY contain database of user data. Contain optional questionnaire to narrow down current mood and appropriate suggestions.
Desired Start Date	Sept 2020	
Desired End Date	April 2021	
Attachments	<i>List attachments that support project description</i>	
	1	
	2	

* Please add fields as required