

SipSync Project Charter

Project Participants			
Name	SipSync – A water intake reminder mobile application		
Stakeholders	Project Sponsor	Misr International University	
	Customers	<ul style="list-style-type: none">• Health-conscious individuals• Fitness enthusiasts & athletes• Busy professionals & students• Elderly individuals	
	Contractors	Misr International University	
	Project Team and Project Manager		
Project Manager	Jana Ghoniem	Email Address or Website	Jana2208912@miuegypt.edu.eg
Assistant Project Manager	Hala Amr	Email Address or Website	Hala2206898@miuegypt.edu.eg
Project Team	Jana Ghoniem, Hala Amr, Haya Walid		
Project Description			
Goal Statement	To develop a simple, user-friendly water intake reminder app using Flutter. The app will help users track their daily water consumption and send timely reminders to stay hydrated, promoting healthier lifestyle choices and encouraging consistent hydration habits.		
Description and Background	Many people struggle to stay hydrated throughout the day, leading to dehydration-related health issues. While there are numerous health apps, few focus solely on reminding users to drink water regularly. SipSync was created to address this gap, providing a simple and effective solution to help users track and manage their water consumption. Built using Flutter for cross-platform support (iOS and Android), SipSync allows users to set daily hydration goals, log their water intake, and receive timely reminders to drink water. It offers easy-to-read progress reports and reminders, making it a practical tool for promoting healthier hydration habits.		
Objectives	SipSync will be developed to help users stay hydrated by setting personalized water intake goals and sending timely reminders throughout the day. The app aims to provide an intuitive, user-friendly interface, ensuring ease of use for all age groups. Users will be able to log their water intake easily and track their progress through simple reports. Additionally, SipSync will be compatible with both Android and iOS devices, offering a seamless experience across platforms. The app will also prioritize user privacy, ensuring secure handling of personal data. Ultimately, SipSync aims to promote healthy hydration habits with minimal effort from the user.		
Scope	Develop a fully functional hydration tracking and reminder application with: <ul style="list-style-type: none">• User registration and authentication (sign-up, login, profile management)• Personalized hydration goal setting based on user attributes (age, weight, height, activity level)• Smart reminders to prompt users to drink water at customizable intervals• Daily, and weekly tracking of water intake with progress visualization• Gamification elements such as streak tracking• Cloud-based storage and data synchronization for multi-device access		

Deliverables	The SipSync mobile application will be delivered with the following key components: <ul style="list-style-type: none">• Mobile Application (iOS & Android)• User Authentication & Profile Management• Smart Hydration Tracking & Goal Setting• Reminder & Notification System• Gamification & User Engagement• Backend & Database Integration• Deployment & Documentation	
Schedule	Start Date	March 8, 2025
	End Date	Apr 6, 2025
Time Reporting	Progress reports will be prepared on a weekly basis	
Cost Estimate		
Costing	Estimated 400 dollars (TTD)	
Milestones		
Project Milestones	Completion of the project must be achieved by April 6th, 2025. Progress milestones associated with this project are as follows:	
March 8 March 15, 2025 March 24, 2025 March 30, 2025 April 1, 2025 April 5, 2025 April 6, 2025	Project Initiation Requirements Analysis UI/UX Design Finalization Backend & Database Setup Development Phase Testing & Debugging Final Deployment	
Assumptions, Constraints, Dependencies, Impacts, and Risks		
Assumptions	<ul style="list-style-type: none">• Users will consistently log their water intake data.• The application will function effectively on both iOS and Android platforms.• Internet access will be available for cloud synchronization.• Project will be completed within time, scope, quality, and budget.	
Constraints	<ul style="list-style-type: none">• Development timeline of one month.• Limited budget of \$400.• The app must be user-friendly and accessible to all age groups.	
Risks	<ul style="list-style-type: none">• Potential delays in development due to technical issues.• Compatibility issues across different mobile devices.• User engagement might be lower than expected.• Data security concerns requiring compliance with privacy regulations.	
Name/Signatures		Roles and Responsibility
Jana Ghoniem		Project Manager
Hala Amr		Assistant Project Manager
Haya Walid		Frontend Development Lead
We agree that this is a viable project. We authorize the beginning of the project planning stage.		

Signature		Signature	
Date		Date	
Project Sponsor		Senior Manager	