**Project Title: Wait*ER***

**Group Members: Josh, Joe, Brian, Rigo, Justin**

**Project Description:**

* **Wait*ER* is an application that allows users to view hospital ER wait times at a glance in order to determine which ER is available in the event of an emergency. The user can also check in to a hospital in order to get on a waiting list so they do not need to wait in the waiting room. User can fill out their medical form on the site to skip that process upon arrival.**

**Sketch/Outline of project:**

* **User logs in**
* **Can view hospitals near location**
  + **Each hospital will display current wait time with number of patients ahead of them.**
  + **Google Maps API will display distance and location of each hospital**
* **User can select hospital from list and check-in ahead of time if there is a long wait**
  + **Ability to fill out medical form ahead of time to speed up the process upon arrival**
  + **User will be prompted when wait is 30 min to allow user enough time to get to the ER before their appt.**

**API’s used:**

* **Google Maps**
* **Human API**
* **Moment.js**

**Models:**

* **Sequelize**
* **MySQL**

**View:**

* **Handlebars or Moustache**
* **Materialize**

**Controllers:**

* **Node.js**
* **Express**

**Breakdown of tasks:**

* **Create user log in with authentication**
* **Display local hospitals**
  + **Integrate google maps API**
* **Create and populate database with patient data**
  + **Each hospital will be it’s own table**
  + **Patient data will include Name, check in time, ER Reason, Priority rating, insurance**
* **Develop form for user input**
* **Design UX/UI**

**Responsibilities**

* **Front-end**
  + **Justin**
  + **Rigo**
* **Back-end**
  + **Josh**
  + **Joe**
  + **Brian**

**Presentation Outline:**

**Description:**

**Motivation:**

* **Some months ago I went to the ER, I spent close to 3 hours in the waiting are to be called to take my vitals…after that it took another 2 hours for me to get called to see a doctor.**

**Results:**

**Team Efforts:**

**Individual Responsibility:**

**Challenges:**

**Improvements:**