Sprint #0 Documentation

1. **Team Name**
   The Fives
2. **Name of Team Members**
   Michael Frieze, Serar Matloob, Brandon Miller, Jonathan Pierik, Peinan Li
3. **Team member details**
   a. **Competencies**
      i. Programming languages: Java, C, Python, C++, Visual Basic, XML
      ii. User Interface Design
      iii. CBC interpretation (explained below)
      iv. Research
      v. Software design
      vi. Timeline management
   b. **Expected roles assigned per Sprint (including Sprint Masters)**
      i. Sprint master/Project Manager
      ii. Researcher/Documentor
      iii. UI Specialist
      iv. Software engineer
      v. Error checker for all of the above
4. **Rejected Projects**
   a. **What ideas did you have?**
      i. A 2D game where the protagonists runs to collect keys to escape prison
      ii. A financing application that would have the function of helping the user track their income, spending, etc…
      iii. Password generator
   b. **Why did we reject them?**
      i. All three ideas rejected ideas lacked originality
      ii. The finance application and platformer seemed very complex, and since none of our team members have experience with finance, it was rejected
      iii. Our ultimate idea seemed best seeing as it fills a unique niche in the market, and it incorporates the various skills of all of our group members.
5. **Title of our project**
   Blood Buddy
6. **Project description**
   A CBC stands for complete blood count. It is the standard blood test one gets to discern an overall picture of health upon visiting a physician. CBCs are given to the patient in the mail upon completion of the lab work. Our application aims to demystify meaning behind the various parameters for which hospitals test. The app will let the user enter blood count data and then will interpret those data into a meaningful way to the user. It will also show tips on how to improve one's overall health picture.

7. **Target device:**
    - Android Devices

8. **Expected requirements:**
    a. To analyze blood tests
    b. To create a simple interface for a user to input their health parameters
    c. To implement logic that will tell the user their overall health profile based upon input information
9. **Expected project timeline, showing dependencies.**
    a. Planning (done before sprint #0)
    b. Design (initial design by 9/20/2016 and extends until 10/1/2016)
    c. Development (10/1//2016 - 11/29/2016)
    d. Refactor and testing (11/29/2016 - TBA)
10. **Production for sprint #1**
    a. **Name of Sprint Master**
    Brandon Miller
    b. **Targets:**
        i. Goal: To have a very basic working model of our app that includes all of our “must haves”
        ii. Person responsible: Sprint Master Miller
11. **Tools and technologies**
    a. **Development Platform:**
        - Android
    b. **IDE’s used:**
        - Android Studio
        - Basic text editors (Atom, VS Code, VIM, etc..)
    c. **Programming languages:**
        - Java, XML, markdown language for documentation
    d. **Graphic tools:**
        - Photoshop
    e. **Web technologies:**
        - Google Docs, GitHub, Firebase (maybe)
    f. **Third Party libraries we might use (don’t be specific: the type of library [sound, network...] will suffice**
        - Glide
        - Picaso
        - App intro Library
    g. **Additional software required:** Git for version control
    h. **Analysis packages to be used:**
    i. **…**
12. **Risk analysis**
    a. **What problems do we foresee?**
        i. Not having the knowledge base to successfully give medical advice

ii. Implementation of language for the output that the layman can understand will be tough without using medical and/or computer science related vocabulary

b. Can we think of ways around them?

Research

13. Reference materials:

a. Where are we looking:

Reddit
GitHub
stack overflow
Developer.android.com
YouTube

b. What might we need:

Reference materials to help interpret blood work
http://www.ncbi.nlm.nih.gov/
http://fnic.nal.usda.gov/

c. What have we acquired already: