CSE 280

The Fives Sprint #0

Michael Frieze, Serar Matloob, Brandon Miller, Jonathan Pierik, Peinan (Matt) Li

Brainstorming

- Ideas and why rejected them
 - Small Platformer
 - Rejected because a lot of art-work would be involved along with a lot more development in programming the dynamics and physics in the game. We just agreed it wasn't something we would actually be able to accomplish with the amount of time we are given.
 - Budget Tracker/Finance Application
 - Rejected because it was too general, nothing was really unique about this idea as other teams also considered something very similar.
 - Also rejected because no team members have a background in finance
 - Password Generator
 - Rejected because other teams also considered an idea very similar and we wanted to do something that made us think outside the box a little more, something that no one else even considered.

Our Project: Blood Buddy

- Name: Blood Buddy
- Description: To the right is a picture of a standard CBC ordered by a physician
- Our application allows you to input these values and will generate an overall description of your health as well as teach you what the test codes correspond to

Complete Blood Count (CBC)

RESULT	UNITS	REF RANGE
5.2	x 1000/mm3	3.9 - 11.1
3.81 L	x 104/mm3	4.20 - 5.70
14.5	g/dL	13.2 - 16.9
41.2	%	38.5 - 49.0
98 H	t	80 - 97
33.7 H	pg	27.5 - 33.5
35.3		32.0 - 36.0
11.8	%	11.0 - 15.0
172	x 1000/mm ³	140 - 390
7.6	1	7.5 - 11.5
40.1	%	38.0 - 80.0
46.1	%	15.0 - 49.0
12.9	%	0.0 - 13.0
0.6	%	0.0 - 8.0
0.3	%	0.0 - 2.0
2085	ce lls/mm³	1650 - 8000
2397	ce lls/mm³	1000 - 3500
671	cells/mm3	40 - 900
31	ce lls/mm ³	30 - 600
16	cells/mm ³	0 - 125
	3.81 L 14.5 41.2 98 H 33.7 H 35.3 11.8 172 7.6 40.1 46.1 12.9 0.6 0.3 2085 2397 671 31	3.81 L x 10 ⁴ /mm ³ 14.5 g/dL 41.2 % 98 H fl 33.7 H pg 35.3 % 11.8 % 172 x 1000/mm ³ 7.6 fl 40.1 % 46.1 % 12.9 % 0.6 % 0.3 % 0.85 cells/mm ³ 2397 cells/mm ³ cells/mm ³ 31 cells/mm ³

Why this one?

- This idea was the most unique one we had
- Our chosen idea is the one that has the possibility to make the most impact on people's lives
- The project is feasible to complete in one semester
- The project has much room for expansion of additional features

The Good the Bad and the Ugly

Good

- This app has the potential to bridge the trust gap between doctors and patients as well as getting people to live healthier
- Simple to implement, endless possibilities to add new features

Bad

- Users might use this application instead of seeing a doctor
- The application may be too simple in nature, but we have other features we can add to make it more complex and we will learn a lot regardless.

Ugly

It is unethical to give unqualified medical advice against the wishes of a physician. It is
important that we accurately represent the data and have the proper references if we make
suggestions.

Target Devices

- Android
- Really cool to have: Web implementation

Timeline and Responsibility Chart

- Planning (done before sprint #0)
- 2. Design (initial design by 9/20 and extends until 10/1/2016)
 - a. All members will help with the design of the application
 - b. User interface mockup designed by Serar
 - c. Deliverables typed by Michael, and Brandon
 - d. Presentation slides by Peinan
- 3. Development (10/1 11/29)
 - a. All members will help with the development of the application
 - b. Project manager will be whoever the sprint master is for the period
 - c. Software implementation will be led by Michael Frieze
- 4. Refactor and testing (11/29/2016 TBA)

Production for Sprint #1

- Sprint Master: Brandon Miller
- Targets: Begin design of app UI and some of the java code behind it
- List of Deliverables
 - Presentation Slides
 - Documentation
 - Updated requirements
 - Updated timeline
 - References
 - Artefacts
 - Basic outline of artefact
 - Simple functions