- Names of team members
    - Omar X. Rivera
    - Brian Strattard
    - Daven Amin
    - Rick Rejeleene
    - Andrew Poirier
- E-mails of team members
    - omarxrivera@gmail.com
    - omar.riveramorales@navy.mil
    - bstrattard@yahoo.com
    - amind@my.uri.edu
    - daven.amin@navy.mil
    - rickrejeleene@my.uri.edu
    - andrewpoirier91@gmail.com
- Identify team leader/facilitator
    - Omar X. Rivera
    - Andrew Poirier - will be submitting all deliverables
- Short description of the software you will design
    - Our team aims to design a software service to motivate end-users into achieving self-defined fitness goals
    - Users will sign up with the service and provide information possibly including:
        - A workout schedule (time, location, activity, calendar date/time)
        - Bank financial information (routing and account number or credit card)
        - User will configure their "fitness penalty" based on their goals
        - A third party to verify fitness goals are being met (spouse, trainer, etc)
    - Users will interact with the service through a smart phone, (possibly an application running on the iOS, Android platform or Mobile website)
    - Fitness goals are met when the third party verifier acknowledges that the user has completed the defined goal
    - When fitness goals are not met, the service will deduct the user-specified "fitness penalty" from the supplied banking account information.
    - When the user has completed the entire workout schedule, or opted to quit the service, the deducted "fitness penalties" are returned to the user (minus service fees)

- Potential issues or problems in the development, management, or completion of your project. Estimation of the probability of each of these. How you might overcome them.
    - Team unfamiliarity with tools / infrastructure (iPhone development, bank financial APIs and terms/conditions, database management for user accounts, cloud platform services, etc)
        - We will create mock-up interfaces during the initial design phase with the goal of abstracting actual implementation details away
        - We will leverage existing team strengths to work with known tools
    - High ratio of working professionals on team (scheduling difficulties)
        - We will use web collaboration tools to supplement team meetings wherever possible
- Special resources needed, and where you might find them.
    - iPhone development kits
        - Mac OSX machine that can be found in the computer science lab.
        - Provisioning license for the Xcode program which is used as the SDK for the iPhone platform. The engineering department has an academic edition and we will talk to them on obtaining one if the computer science department does not have one.
    - Android development kit
        - Eclipse SDK is freely available and is an XML/JAVA base platform
    - Web server or virtual web server to run our database and back end off of.
- How and when you will meet each week.
    - Weekly meeting, Thursday 2pm-4pm
        - Additional meeting as required, Tuesday 2pm-4pm