**Project Charter**

**project's objectives, scope, timeline, and overall purpose  
  
Project Planning Step 1**

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Tasks | Define Dates | W1 | W2/w3 | W3 | W3 |  |  |  |  |  |  |
| Design and Consultant Phase | 27/04/2024 To 02/04/2024 |  |  |  |  |  |  |  |  |  |  |
| Develop initial  architecture flow and UI/UX |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |
| Development Phase (UI) User Interface | 3/05/24 to 13/05/24 |  |  |  |  |  |  |  |  |  |  |
| login sign up api, reset password, forget password, |  |  |  |  |  |  |  |  |  |  |  |
|  |  |
| Screen Design, edit profile, get my profile, add contact,setting, |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |
| Development Phase Backend  Login, sign up, password, confirm password, Api’s development and intergration | 9/05/2024 to 15/05/2024 |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |
| Testing & Deployment | 16/05/2024 to 17/05/2024 |  |  |  |  |  |  |  |  |  |  |

**Project Title: Notification Android App Step 2**

**Objective:** The objective of this project is to develop a mobile application that tracks user activity and sends notifications to designated contacts or loved ones if the user has not used their mobile device for a specified period, typically 24 hours. The app aims to enhance safety and peace of mind for users and their contacts by providing a means of checking in on each other's well-being.

**SOW** **(scope of Work) (Work flow steps)**

* **User Registration and Profile Setup:** Developing functionality for users to create accounts and set up their profiles, including adding contacts or loved ones to receive notifications.
* **Activity Tracking:** Implementing mechanisms to monitor user activity on the mobile device.
* **Notification System:** Designing a notification system that sends alerts to designated contacts if the user has not been active on their mobile device for 24 hours.
* **Privacy and Security:** Ensureing user data privacy and security by implementing robust encryption measures and adhering to relevant data protection regulations.
* **User Interface Design and development:** Creating user-friendly interface for seamless interaction with the app.
* **Testing and Quality Assurance:** Conduct thorough testing to identify and rectify any bugs or issues before the app's release.

**Deliverables**

* Functional mobile app with user registration and activity tracking features.
* Notification system integrated with designated contacts.
* Secure and privacy-compliant app architecture.
* Submission to Google Play Store.

**SDLC**

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| --- | --- | --- |
| Project Initiation | UI/UX designing | 27/04 to 02/05 |
| Project planning | Resource Allocation & Task sharing | 03/05 to 04/05 |
| Project Execution and monitoring | Project Development | 03/05 to 16/05 |
| Project Closure | Project End | 17/05 |

**Overall Purpose**

The overall purpose of this project is to create a mobile application that promotes user safety and well-being by providing a mechanism for users to stay connected with their contacts or loved ones. By tracking user activity and sending notifications when necessary, the app aims to offer peace of mind to both users and their designated contacts. Additionally, the project aims to showcase the capabilities of our development team in delivering innovative solutions that address real-world needs.  
  
**Designing phase completed** <https://www.figma.com/file/OchnBZIdinlLNfkZxZ9Bdx/alive?type=design&node-id=0-1&mode=design&t=8jumgjImBHCv4Xof-0>

  

  