****

**Fire Will Kill Us All**

**Project Plan Draft**

Created by:

Atanas Marchev

Filippo Nardocci

Nikolay Ganev

Yosif Kiradzhiev

Stef van den Tempel

**Project Statement 3**

Formal Client 3

Team 3

Current situation 3

Problem description 4

Projects requirements 4

Project Goal 4

Deliverables 5

Constraints 5

Risks 5

**Project Phasing**

To be decided later

**ABSTRACT**

Renown event management IT company Flying Hippo Entertainment has been tasked to create a software solution. “Fire Will Kill Us All” is an application designed for business owners who wish to know whether their businesses are placing their fire extinguishers in the best place to prevent damages. Through our interface a user will be able to recreate the settings of the room he/she wishes to test. With the given settings, our simulation engine will recreate a high number of scenarios. Our algorithm will then be able to compute the best positioning for the fire extinguishers based on the outcomes obtained in the previous phase.

Users will be able to recreate their desired room, from the number of people in the room to the materials of the furniture found in the room. The simulation will take into consideration things like human factor (when and if a person reacts to the fire) and flammability of objects when determining the spread of a fire. The final answer given by our algorithm will be modeled after a high enough number of repetitions in order to give a statistically relevant outcome.

The team wishes to code the back end of the application in C# while creating the user interface and simulation in the Unity Engine.

The following documentation, which on conclusion will be agreed upon and signed by both parties to provide the necessary legal liability for everyone involved in the project, will describe  the decision making process of our team of experts and give an insight on their design choices.

**Project Statement**

**Formal Client**

<TO BE ANNOUNCED LATER>

**Team**

The Flying Hippo Entertainment board unanimously voted to assign the project to its most seasoned team, responsible for internationally acclaimed software series PCS, composed of titles such as “PCS1-Exam: And yet it compiles” and “PCS2-Exam: The System.NullReferenceExeption mystery”. Further accomplishments include PCS3, PSC4, as well as the infamous Pro-P.

The team consists of:

Atanas Marchev,

Filippo Nardocci,

Nikolai Ganev,

Yosif Kiradzhiev,

Stef van den Tempel

Contact information

Name: Atanas Marchev

Phone: +31 6 26905456

Email: a.marchev@student.fontys.nl

**Current situation(2/10/2019)**

<TO BE DISCUSSED>

**Problem description**

The team is tasked with creating a single complex application. The aim of the software solution is to provide its users with the most optimal placement of fire extinguishers, such that it minimizes the risk of injuries, or even casualties. The program will rely on a complex algorithm, which will run multiple simulations of an unexpected fire scenario, and will determine which placement of the extinguishers results in the most efficient resolution of the fire.

**Project Requirements**

<TO BE DISCUSSED>

**Project goals**

<TO BE DISCUSSED>

**Deliverables**

<TO BE DISCUSSED>

**Functional Deliverables**

**Non-Functional Deliverables**

**Constraints**

**Risks**