Interactieve Palen

Tibo Messiaen, Tjorven Buyse,

Ibe Demortier en Lander Depotter

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## Functioneel Ontwerp

### Probleemstelling

### Oplossing

### Projectresultaat

### Functionele eisen

|  |  |
| --- | --- |
| Eis | Invulling |
| 1. Behuizing (maakgedeelte): |  |
| 1. Elektronica: |  |
| 1. Datacaptatie: |  |
| 1. Visualisatie: (frontend) |  |
| 1. Genormaliseerde SQL database: |  |
| 1. Webserver : | Website gehost op de Pi, lokaal. |

### Blokschema

### Doelgroep

### Concurrentie analyse

|  |  |  |  |
| --- | --- | --- | --- |
| Functionaliteit |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Conclusie

### Taakanalyse

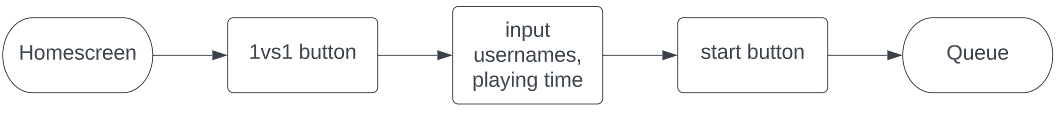
Wat moet het device doen?

Wat moet de interface doen?

### Minimum Viable Product

|  |  |
| --- | --- |
| **Must have** | **Nice to have** |
|  |  |
|  |  |
|  |  |
|  |  |

### Flows

1. **Een game starten (1vs1)**
2. **Een game starten (Simon Says)**
3. **Een game starten (Speedrun)**
4. **Een game starten (Shuttle Run)**

### Wireframes

## Design document

### Inspiratie

### Kleurschema

### Contrast test

### Typografie

### Icons

### Bronnen

### Resultaat