**Scope and Limits**

“There's no such thing as perfection. You're never finished with a film. You run out of time.” --Peter Jackson, director of `The Lord of the Rings’ and ‘The Hobbit’ trilogiesOne of the more difficult parts of project planning and execution is to define the scope and limits of the project. As mentioned above, you never really complete project like these; all you can ever do is your best in the time available. Part of that involves setting priorities and accepting that there will be features that will take too long to develop. This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available. For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-of-concept, rather than develop three levels and ten characters.

The scope is probably the most crucial part of your plan, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work. This will also include several statements about what will not be part of the project. For example, if you are using Open Street Maps to show the location of all your favourite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself. It would also not include many other features of Open Street Maps, or other interesting location --just those which show your favourite shops. Also, be aware of the phenomenon of `scope creep', which is the tendency for projects to incorporate more and more features. There is nothing wrong with being ambitious, but you only have a certain amount of time. At least one paragraph is expected.

The scope of this project was an important discussion point early on, how far we could take the project in the allotted time changed a little, originally the idea was that we could have a basic app that functioned just enough so that the user could go through and click on various categories and be brought to stock assets of some sort to convey it was still in progress but it would present the idea we had quite well. Quite quickly however the amount of time that we would need allocated got a bit much and we decided to instead make a website that also was optimized for functionality on mobile devices, the scope of the site is still intended to be on par with the app but developing it would be easier.