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ETSA02-ADM-INS

**Project  
Instructions  
for  
LU Rumble**

**Version 0.1 approved**

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**December 18, 2017**

# Contents

## Revision History

Name	Date	Reason For Changes	Version
Markus Borg	2017-12-07	Initial draft.	0.1

# 1 Introduction

## 1.1 Learning goals

## 1.2 Roles

- Project manager – Leda teamet, kommunikation mot kursen, tidrapportering, översikt
- Development lead – övergripande ansvar för utvecklingen
- Test manager – ansvar för test strategy, unit test, integrations test, system test
- Requirements engineer – feature planning, requirements specification, internal product perspective
- Sales engineer – marketing, sales, negotiations, customer interaction, external product perspective
- Domain expert – strategies in Robocode, understanding rules, purchasing a robot team

## 1.3 Engineering the Robot

## 1.4 Monetizing the Robot

After pitching the robot, all teams present a hidden purchase array representing what the team is willing to pay for each of the available robots. For each robot, the highest bidder establishes a customer relationship. If there is a tie, the business relations are assigned randomly.