Team Naegling Project Proposal

PROJECT NAME:	City of Assassins		
Project type:	IT – software development with Raspberry pi	**Proposal Rev and Date:**	**12/02/2014**
Project Sponsor:	Göteborg University	**Scrum Master:**	**David M Szabo**
Target Completion:	27th of May		

Project Overview:

Project Objectives Statement:
The goal of this project is to deliver City of Assassins to the product owner as a software application no later than 28th of May. City of Assassins will be an android game, where users can assassinate each other, collect items, have user profiles and friend lists.
The problem is to be solved using a GPS navigation system and a Raspberry pi.

Key Stakeholders:

The major entities that will have an interest in the project / product are the end users, product owner and team members.

Team members: Elsa Wide, Mikaela Lidström, Simonas Stirbys, Henrik Edholm, Johan Nilsson, David M Szabo, Felix Fortoul.

Supervisor: William Granli.

Product owner: William Granli, Imed Hammouda.

Technology:

The android devices, Raspberry pi, Server, NFC, camera and GPS Satellites are involved.

Project Scope

In Scope:
We are developing an android game that uses GPS functionality and a Raspberry Pi.

Out of Scope:
Market Release (it is only a school project), Marketing.

Deliverables:
Project plan, Quality Management Reflection, Meeting Logs, Software Requirement Specification Document, Software Design Document, Scrum Pm and a working android application.