QR Hunt

Business Case

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Project Outline

QR Hunt is an event that is supposed to happen on Techtorium’s campus during the last week of Term 4 of the year 2020. This event consists of a game for all Techtorium students. They (students) will be searching for QR codes around the campus and will be scanning them using an application built for this event. The point of the game is to scan as many QR codes as possible to win the competition. The winner will receive an award during Mad Day.

Vision and Goals

The main goal is to organise and run the event that will engage all students in a fun activity. In the end, all parties will get some benefits in return: Techtorium will enhance student life by bringing new entertainment for its students; the students will get engaged in more activities during Mad Day; the project team (Gordei and Benicio) will get great experience in project management and software app development.

Stakeholders

Techtorium will be the host and the sponsor of the event as it will happen on Techtorium’s facilities. It is expected from the project team that this event will give Techtorium the above benefits. It is also expected that the project team will manage the entire project and will only ask for support in the financial part and in the running of the event on campus.

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Specifications, Deliverables, Requirements

This event will run on-campus during the last week of Term 4, so the timeframe for the project is one term.

The game requires developing an application with which students will scan the QR codes. The QR codes will need to be printed on paper and stuck around the campus.

The prize for the winner is going to be decided before the start of the event.

Budget

Estimated costs:

(new costs might be added to the list)

Hosting of the application < $100 per month\*

Buying the prize Depends on prize itself

Printing the QR-codes < $10 at Warehouse Stationery

\*it is expected the this cots will turn out to be significantly smaller

Task allocation

Task allocations: (G - Gordei; B - Benicio; T - Techtorium)

Brainstorm ideas for the game. G & B

Writing requirements for the software. G & B

Decide whether it will be a mobile app, web app or something else. G

Researching the app development. G

Developing and testing the application. G

Deciding what the winner’s prize will be and buying it. G & B & T

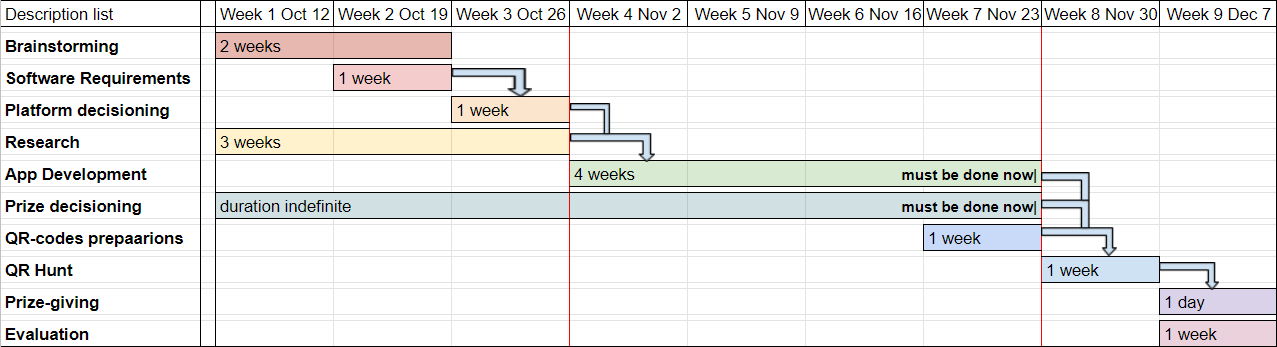
Printing and stick the QR codes. G & B

Introducing the event and running the game. G & B & T

Announce the winner and award the prize during the Mad Day. G & B & T

Evaluate the outcomes of the project. G & B & T

Project Plan



[Project Plan Graph](https://docs.google.com/spreadsheets/d/19V-kH2EuncAQKCcDCOFPFSP2b9gjl3NO04ppJEnY5E8/edit#gid=0)

Risks Plan

Risks associated with the project and solutions to eliminate or minimize them:

(new risks might be added to the list)

* NZ going under COVID-19 Alert Leve 2 and higher. This will result in the classes and Mad Day being held remotely from home, so the event won’t be able to be run on campus.

This is the main concern for this project and not much can be done about it. However, there is nothing stopping the event from being held later next year. In this case, the game will simply be shifted further in time, and this might provide more time for application testing or further development.

* Getting behind the schedule during app development. This might result in the app not being ready by the start of the event, thus canceling it.

In this case the event will have to be rescheduled for later.

To minimize such outcome, another student from Level 6 programm of Software Development might be asked join this project to help with the app development. This way, there would be a person in the project team with a higher level of experience.