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| Start | Finish | Author | Description | Reason | Version |
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| 20/07 | 20/07 | Vinicius | Highlight our schedule and time available to build the app | The project has a deadline and therefore we must ensure we finish it in time. | 1.0 |
| 03-08 | 03-08 | Vini | Conclusion rewritten | Needed to better explain why it is not feasibile |  |
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Our schedule indicates there is a period of approximately three months to develop an application that meets the client's request. Throughout this period a prototype could be developed and tested along with client's approval. By the time the application is ready to be tested live, there will be no MATHEX competition scheduled and there is still the possibility the implementation system of choice is not available yet. Therefore, We have not looked at the opportunity to test the application during the MATHEX competition as it happens once a year and the application as well as the system to host it will not be ready.

The reason to develop an prototype is to showcase all the functionalities that will be used during the competition and ensure that it will be well accepted by the stakeholders. This application prototype will then be opened for improvement. There will be no need for the client to acquire any of the implementation solutions. The development will happen independently and can be demonstrated using minimum hardware.

Therefore, to proceed with this project aiming to have a working solution within the time available is not time feasible. As there is no enough time to develop an application which solves the problem and add value to the MATHEX competition, nor there is enough time to have it implemented and ready to be used. Additionally, the system to be implemented will not be tested during the MATHEX competition, missing on important feedback from the main users who are the spectators, markers, Scorers and judges.