Question #1 Deliverables:

1. The project is creating a functional website for a local business. The website would be used to sell additional products for the business and give customers more information.

2. Agile Methodology: The Agile method would be great to use because of the amount of interaction it requires. The project is aiming to boost a local business presence online and spread more information about their product/company. The agile method would allow for more involvement, which would make the website represent the business much more accurately.

   Waterfall Methodology: The Waterfall method requires a lot of planning, which would make debugging and testing go faster. This would allow for the project finalized smoothly which is something the customer would enjoy. The most important thing in this method is planning ahead so having good communication with the customer is important.

3. I would rather use the Agile method for this project, mainly because there is more collaboration. Using this method would result in a lot more confidence from the business we would be making the website for and allow for the finished product to reflect who it's supposed to represent. The Waterfall method has more planning, but I don't believe this project would require a lot of planning compared to others. This would allow for the team to have more focus towards the customers needs and requirements.

Question #2 Deliverables:

Functional Requirements	Non-functional Requirements
- AR will display the ping pong ball and the net for users. - Software will map environment - Software will be anchored to the users paddles and the table	- Must have a response time of less then a second for game to be realistic - Must maintain proper physics when displaying the ping pong balls movements.

System Requirements	Software Requirements
- System processing speed cannot be too slow. - Systems have sufficient memory and storage.	- All code must have the same formatting. - Software runtime is less than a second.

User Stories:
1. As a professional ping pong player, I want to be able to play anywhere so that I am able to practice more than my competition.
2. As a salesman, I want to play ping pong while travelling so that I don't have to bring a physical ping pong set.
3. As a college student, I want to play ping pong without losing the ping pong ball so that I don't have to buy more.
4. As a school principal, I want to allow students to play ping pong so that they also become more familiar with modern technologies.

Question #3 Deliverables:

Scrum Master - As a scrum master, I would coordinate with the product owner to come up with the first sprint based on the product backlog. For me, I would assume making the login and preferences portion of the product would be part of the first sprint backlog. I would then organize the development team and give them the sprint backlog while making sure they follow the scrum framework.

Product Owner - As a product owner, I would communicate with the EECS about the product. I would also talk to teachers, students, and coordinators so that the product backlog correctly reflects what they want. I would communicate this to the scrum master and the development team.

Development Team - As a member of the development team, I would assume that I would work on the login portion of the project first. Assuming the product would be a school website, I would be working a lot with HTML and JavaScript while programming.

Question #4 Deliverables: