

Project scope group 6 DAT257

During this agile project the team plans to create a quiz application focused on SDG 12 *“Responsible Consumption and Production”*. The product is specifically targeting SDG 12.5 *“By 2030, substantially reduce waste generation through prevention, reduction, recycling and reuse”* and SDG 12.8 *“By 2030, ensure that people everywhere have the relevant information and awareness for sustainable development and lifestyles in harmony with nature”* by adopting an educational angle. Each quiz should both educate the user as well as encourage them to take preventive actions.

The application itself will be written in Java and have a lightweight GUI using Java Swing. The application will support different types of quizzes such as “multiple choices”, “true or false”, “estimation quizzes” etc. The quizzes will also be divided into different categories such as “travels”, “food”, “waste” etc. For each question the user answers they will also be provided with a small fact relevant to the quiz to promote learning.

To start out with, the team will create a “minimal viable product” in the shape of a quiz-platform with one type of quiz. This product will then be further expanded on during subsequent sprints in consultation with the customer.

The team predicts that one of the more difficult parts of this project will be to synchronize the production as this is the first agile project for most of us and because it is difficult to estimate how much work the different modules of the application will need.