

Project Brief

Document Information

Project name:	So you think you know Cork
Date:	28/01/2021
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Owner	Group 6
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Approval

Date	Name and Signature

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Notes

Definition

Background:	Inspired by GeoGuessr, we decided to make an interactive game where users show off their knowledge of Cork landmarks in a location guessing game.
Main Goal:	A Cork based geographic trivia game with a user leaderboard.
Desired Outcomes:	A functioning web application which provides an enjoyable user experience.
Constraints and Assumptions:	The use of open source projects which adapt similar technologies as a base for our project and for referencing.
Interfaces:	-
Project Approach:	We will delegate roles based on our own skill set and communicate via slack with multiple weekly meetings to discuss our progress and any problems we may encounter.
Project Product Description:	A web-based geographic discovery game which takes users around some of the many well-known and unknown sights of Cork.

Outline Business Case

Give a short, simple explanation of the justification of the project; the costs, benefits, dis-benefits, and major risks that can affect those.

We decided on this particular web app as we feel this is an application that may be enjoyed by many Cork people. In this time of lockdown we tried to develop something that may provide amusement to the many who can't leave their home. We feel that such an app may remind people of the many wonders of Cork that they may not be able to see due to travel restrictions while also providing a fun interactive experience.

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Costs: Possibly a domain name and database use.

Benefits: A unique experience

Dis-benefits: Many moving parts which may cause errors.

Major Risks: Time management, underestimating the complexity.

Key Stakeholders

Major Stakeholder	Notes
Nathan Crowley	
Mark Cullinane	
John Wales	
Jeff Attride	
Eoin Treacy	

Project Objectives

Our aim is to have tiered difficulty where we begin with a basic structure of the project. Throughout the development we will add more complex features as well as improving the core system.

Tier 1: Basic project with fundamental operations.

Tier 2: Allow ability to add users with login.

Tier 3: Add a leaderboard where users can compete based on their time taken to complete the game.

Tier 4: Allow the public to test and use the system. Fine tune any imperfections and remove bugs and errors.

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	Target	Tolerance
Scope		
Time		
Cost		
Quality		
Risks		
Benefits		