X. Introduction

[Company Logo]

X.1 Company

[Companyname,] is a young company, which aims at the auto industry and provides own software solutions together with chosen hardware that is available on the market or provided by the customer, to build a system supporting the car driver with a specific task. If needed, the company provides a selection of available hardware pieces, in terms of quality, availability and price to the customer, as well as an objective recommendation.

The aims and objectives of the company are:

* Development of support systems which satisfy the customer and the enduser
* Creation of objective hardware selections for the customer
* Long terms binding of the customer to the company, through good price and quality of the required system.

X.2 Staff

The following chapter introduces the [Teamname] team. The young company consists of 4 members which share the tasks between each other to achieve the most with the given capacity, but also all have their special responsibility / role of their own.

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| --- | --- | --- | --- |
| Timo Acquistapace | Simon Schneider | Markus Just | Wojciech Lesnianski |
|  |  |  |  |
| Rolle | Rolle | Project Manager | Rolle |

X.2.1 Project Manager

Project Manager is primary responsible for the communication with the customer and acquisition of requirements, as well their transformation into tasks and user stories. He supervises the development process and monitors the process flow.

X.2.2 Software Engineer

The primary task of the Software Engineer is primary responsible for the development of the system backend, decision making about the form of persistent data and the advisement of the software architect. The Software Engineer creates a selection of eligible hardware parts and together with the Project Manager, presents them to the customer.

X.2.3 Software Architect

The main task of the Software Architect is the creation of the architecture, as well as the consultation with all developers about the current development decisions.

X.2.4 Designer

The Designer is responsible for the creation of a user interface prototypes, as well as the development of the user interface throughout the development process. He is also in charge of the company’s corporate design and its logo.