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X. Introduction



X.1 Company

TSMW 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 an analysis and a preselection 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 end user
* Creation of objectively fitting 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 TSMW 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. Especially for a small company, it is of high importance to coordinate the activities to meet the requirements of the customer.

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| --- | --- | --- | --- |
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|  |  |  |  |
| Software Architect | Software Engineer | Project Manager | Designer |

To make the coordination of the activities possible, we require a clear definition of roles and their interdependencies:

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.

X.3 Product

The requested system should be built into the customer’s cars and support the driver by bringing his car out of a parking position. Various sensors around the car should provide safety during the process and the driver should always be able to take control of the car. For the system, it should be of no matter, weather the parking position is parallel or perpendicular. In further development iterations, the process should also provide an external interface for third party systems to start or stop a parking process. The system should be capable of working with the traffic systems of all countries the customer’s cars are sold to and take into account the countries rules including the orientation of the bidirectional traffic. For driver’s convenience, the system should provide a graphical interface with an overview over the current state of the parking process, as well as the information received from the sensors.