
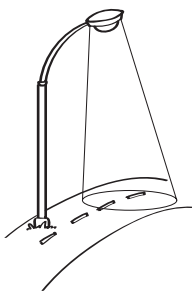
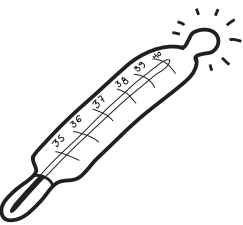



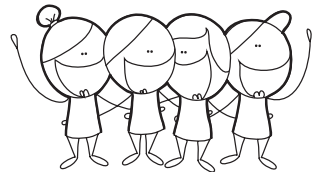
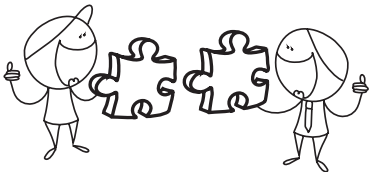






Project name Music Light Tiles

Project owner Didier Vereecke

<div><div>Purpose</div><div>What is the intent of this project? Why are we doing this project?</div><div></div></div> <div><div>To see if this idea is feasible and to provide a foundation for future groups to work on.</div></div>	<div><div>Scope</div><div>What does this project contain? What does this project not contain?</div><div></div></div> <div><div>A proof of concept tile that lights up and plays sound when someone stands on it, with a connection to the project master (Home Assistant).</div></div>	<div><div>Success Criteria</div><div>What do we need to achieve in order for the project to be successful? How can the Success Criteria be measured?</div><div></div></div> <div><div>A working proof of concept that lights up, plays sound, detects when someone stands on it and communicates with the project master.</div></div>
<div><div><div><div>Milestones</div><div>When will we start the project and when is the final deadline ? What are the key milestones and when will they occur? How can the milestones be measured?</div><div></div></div><div><div>Look at the github milestones</div><div>Sprint 1 - Concept - 18/09 to 8/10 Sprint 2 - Prototype - 9/10 to 29/10 Sprint 3 - Product - 30/10 to 19/11 Sprint 4 - Documentation- 20/11 to 10/12</div></div></div><div><div><div>Actions</div><div>Which activities need to be executed in order to reach a certain milestone?</div><div></div></div><div><div>Look at the github issues</div></div></div><div><div><div>Outcome</div><div>What is the end result?</div><div></div><div><div>- A book - A website - An event</div><div>A Working proof of concept</div></div></div></div></div>		
<div><div>Team</div><div>Who are the team members? What are their roles in the project?</div><div></div></div> <div><div>Rob Cocquyt - scrummaster Ruben Belligh - member Luca De Clerck - member Alberiek Depreytere - member</div></div>	<div><div>Stakeholders</div><div>Who has an interest in the success of the project? In what way are they involved in the project?</div><div></div></div> <div><div><div>- The team members, they realize the project - The project lead, he guides the team - The teachers, they help the team when needed - Vives, they provide the budget</div></div></div>	<div><div>Users</div><div>Who will benefit from the outcome of the project?</div><div></div></div> <div><div><div>- Future team(s), they will have a base to build upon - Vives, they can attract students to the course - Visitors of vives, they can play with the tiles</div></div></div>
<div><div>Resources</div><div>What resources do we need in the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge)</div><div></div></div> <div><div><div>- Max of €200 budget - A lab classroom - The expertise of the teachers</div></div></div>	<div><div>Constraints</div><div>What are the known limitations of the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge, politics)</div><div></div></div> <div><div>Limited budget, which means we are limited in the quantity and quality of the end result.</div></div>	<div><div>Risks</div><div>Which risks may occur during the project? How do we treat these risks?</div><div></div></div> <div><div><div>- Faulty components, we order a few more than necessary - Illness of a team member, other team members take over temporarily - Long delivery times, we order parts as quickly as possible and divide the product into separate parts</div></div></div>