project canvas

Project name: Music Light Tiles

Project owner: Didier Vereecke

Purpose
What is the intent of this project?
Why are we doing this project?

To see if this idea is feasible and to provide a foundation for future groups to work on.

Scope
What does this project contain?
What does this project not contain?

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).

Success Criteria
What do we need to achieve in order for the project to be successful?
How can the Success Criteria be measured?

A working proof of concept that lights up, plays sound, detects when someone stands on it and communicates with the project master.

Milestones
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?

Look at the github milestones

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

Actions
Which activities need to be executed in order to reach a certain milestone?

Look at the github issues

Outcome
What is the end result?

- A book
- A website
- An event

A Working proof of concept

Team
Who are the team members?
What are their roles in the project?

Rob Cocquyt - scrummaster
Ruben Belligh - member
Luca De Clerck - member
Alberiek Depreytere - member

Stakeholders
Who has an interest in the success of the project?
In what way are they involved in the project?

- 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

Users
Who will benefit from the outcome of the project?

- 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

Resources
What resources do we need in the project?
- Physical (office, building, server)
- Financial (money)
- Human (time, knowledge)

- Max of €200 budget
- A lab classroom
- The expertise of the teachers

Constraints
What are the known limitations of the project?
- Physical (office, building, server)
- Financial (money)
- Human (time, knowledge, politics)

Limited budget, which means we are limited in the quantity and quality of the end result.

Risks
Which risks may occur during the project?
How do we treat these risks?

- 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

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