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# Revision History

Fig 1.0

|  |  |  |
| --- | --- | --- |
| Version | Date | Description |
| 1.0.0 | 05-09-2019 | First concept |
| 2.0.0 | 14-09-2019 | Group adjustment |
| 3.0.0 | 21-09-2019 | Updated |
| 4.0.0 | 29-09-2019 | Version iteration 1 |
| 5.0.0 | 14-01-2020 | Final version |

# Project Statement

## Formal Client

Our formal client is “**Qin Zhao**” who is the Representative/Spokesperson of SIM Software Inc, an organisation which specialises in innovative solutions for simulation problems.

Contact info:

Representative: Mentor Qin Zhao

Address: Rachelsmolen 1, 5612 MA Eindhoven

Room R1 2.37

City: Eindhoven

Email: q.zhao@fontys.nl

Phone number:0 88 508 70 02

Working hours: Monday - Friday from 8 AM to 6 PM

## The Team

Leader: Redzhep Molaahmed

Contact info:

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# Communication plan

We will give a short update on Monday (before the official meeting) to Client through email.

If there is any delay of 5 minutes or more on a meeting, the person must report it to other members with a reason.

If any member cannot finish the deadline on time, the person must let everyone know as soon as possible.

# Current Situation

SIM software has focused on traffic simulation software, but the company would like to extend its expertise to cover a broader area of simulation software. Therefore, SIM software has decided to take fire escape simulation as their next project and has asked us to deliver one for them. Deliverables will be further elaborated later in the document.

# Problem Description

The problem is that though SIM Software is experts in the field of traffic simulation software, they do not have the expertise, knowledge or tools to create an excellent and efficient fire escape simulation. Therefore, prefer for our company to provide that for them.

# Project Goal

The project goal is to provide a product which meets all the given deliverables by the desired and agreed deadline, which in turn will lead to full satisfaction. The purpose of this project along with the deliverables is to give an insight about what could happen in a fire emergency. This includes how people react, what path to take and how many people managed to escape safely. After the simulation, it gives brief details about the statistics of the simulation with can be very useful for future use.

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# Project Deliverables and Non-deliverables

## Deliverables

* An application for a fire escape simulation which will emulate a real-life fire in a floor plan with people and give the best possible escape routes and correct number of fire extinguishers for a successful scenario
* (URS) User requirements specification for the application
* Report on previous simulation tests.
* Design document for the application

## Non-Deliverables

* User manuals
* Expected maintenance after project goal is reached
  + Once the presentation has been given, and workshops are completed our company will have then finished the project and therefore will no longer help in the continuation or development of the app.
* Financial support of any kind
  + Any money or financial matter needed for the development of the project will be provided by “Zhao Qin” and Co, therefore under no circumstance will our company spend money in any way for the growth of the project, this includes:
    - Payment for the employees.
    - Money for the technology needed.
    - Money to fix any risk or problem which occurs.
* Solutions for any matter not related to the project such as personal matters.

## Project Constraints

* **PLATFORM**: The required platform for the project is an object-oriented program.
* **QUALITY**: The quality of the product we deliver is a constraint because we have a tight budget and a small amount of time to do our work.
* **TIME**: The time for executing the project is very short and it is possible for us not to be able to finish the project on time.

# Project Risks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Risk | Possible solution | Actions to undertake | Probability | Impact |
| We might not be able to finish the project in the given deadline | Making a plan for the execution of the project and following it strictly. | We can talk to the client about extending the deadline. Although this will cost the client more money, it can be better than just not finishing the project at all, depending on what phase of the execution we are at the moment. | Medium | High |
| Hardware malfunction | We can prevent that by always keeping our hardware cooled and by doing a system backup of all of the information on Git. | we can call an external team to fix the hardware as soon as possible and talk to our client that it is possible to delay the project. | Low | Medium |
| Client agreements terminated and requirement misunderstood | do a report every week on our progress. This is to show our client that we keep on track with the phasing. | Make extra meetings between team and client until everything is clear and show Client that we are all in the same track | Low | Medium |
| Team members absent due to valid reasons | we will inform the client and ask him for a possible extension of the deadline |  | Medium | Low |
| Unable to implement a certain feature | We will consider dropping the feature out of the final product | Put that effort for making a better functioning stimulation | Medium | Low |

# Project Phasing

