

Project Plan

Exergaming Platform

*3rd Year Internship
for*

*Cluster Sports & Technology
and
Fontys University of Applied Sciences*

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Author	:Viktor Petrov

Version history

Version	Date	Author(s)	Changes	State
1.0	10/10/2021	V.I	Initial creation of live document	Finished
1.1	16/10/2021	V.I	Feedback implementation	Finished

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1. Project assignment

1.1 Context

Cluster Sports & Technology is an organisation of different businesses, labs and institutions, working together on innovations in different fields such as sports,digital technology and design, health and many more. They have also partnered with Universities in order to showcase the benefits and bring more information on exergaming to the public. Especially during the current times, when people do not have that much activity in their life, something like exergaming can hugely benefit their health and mindset.

1.2 Design Challenge

Design WordPress website to enable users and clients of EPSI and Cluster S&T to gather and share information and findings in the field of exergaming in an organised and non-time consuming way.

1.3 Goal of the project


As of now, exergaming is a term that is not well known. What does it mean? Well, exergames are video games that in some way include physical activity and tracking. As an example and nowadays very popular, most Virtual reality games are exergames, as you use controllers to interact with the game. Since VR became popular and affordable, the most liked game and also played, Beat Saber falls into the exergames category. Big part of this genre is also filled by fitness games such as the virtual tennis that you play on the weekend or the boxing game that makes you sweat more than an actual gym session.


In order to bring more details on the subject, including the health benefits, this project aims at creating an online platform showcasing all of the on-going and finished company's researchers and activities on the subject with all of the details around them. Clearly bring the meaning behind exergaming to as many people as possible and inspire them. Having a digital portal, where everyone can find the information on the subject easily and without any fuss, will drastically increase the percentage of people willing to give it a try and start benefiting while having a good time. Included will be a support section, where everyone can get personalized help according to their needs. You will also be able to find all of the partners and supporters of the company, so that users can have easy access to even more background details and clearer opinion.

Having such a platform available, will educate more people on the topic of exergaming and its uses. Furthermore, it can help find potential clients and sponsors for the Cluster Sports & Technology, while using the platform as a portfolio. Developments in this field can easily be followed in an organised way by interested users.


1.4 Research questions and methodology

"Ethnographic Research Questions" will be the starting point of the research as they will give insight on the user needs and expectations. The results will be a solid building block from where the further

development can start. Such questions will mainly fall into the  (Library Methodology) and

 (Field Methodology). Attention will be focused on analysing **available products**, **literature study**, following by **exploring user requirements** and **Document analysis**.

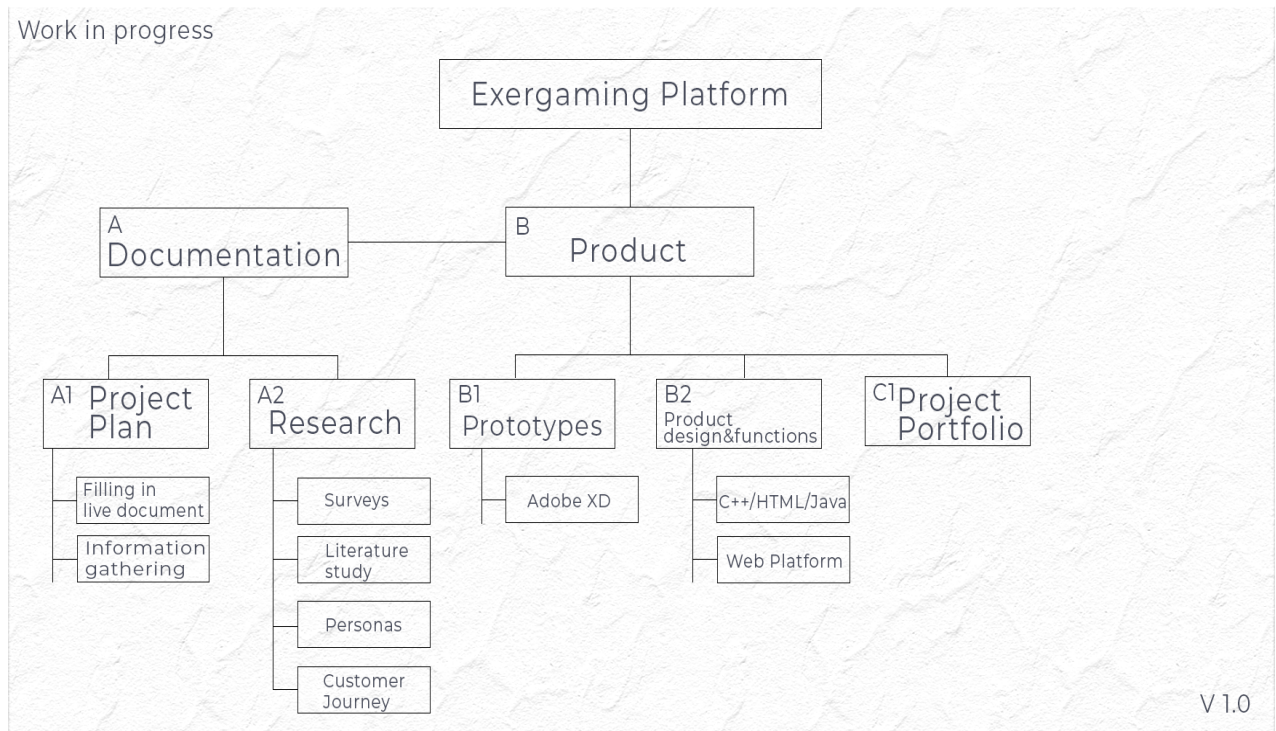
A few stages into the project, after the first development phase, "Case Studies" will be deployed, in order to analyze specific issues within definite contexts and arrive at detailed research subject analyses by asking the right questions. Meaning, getting more in depth knowledge on the product development stage and working on solutions while having minimal impact in development view point. Mainly prototypes will be used. The focus will be on **Competitive analysis**, **Problem analysis** and **Prototyping**.

In the later stages, questions falling into the  (Lab Methodology) will be used for validation of the product. Examples can be the **Usability testing** of the end product and whole **component testing** instead of small chunks.



(Workshop Methodology) will be used throughout the whole project, as it's components such as [Requirements prioritization](#), [Prototyping](#), [Brainstorm](#) can benefit in combination with other methods.

1.5 Project Break Down



2. Project organisation

2.1 Stakeholders and team members

Name	Abbreviation	Role and functions	Availability
Patrick Toonders (toonders@sportsandtechnology.com)		Cluster Sports & Technology (Management & Organizer)	Available during the whole project, at least two days per week.

Wouter Sluis-Thiescheffer (wouter.sluis@fontys.nl)	R.J.W	Company Supervisor (Supervision & Coaching)	Available during the whole project, at least two days per week.
Michael Schifferling (m.schifferling@fontys.nl)	M.R.R	Internship coach (Coaching)	Available during the whole project, at least two days per week.
Viktor Petrov (v.petrov@student.fontys.nl)	V.I	Student (Developer)	

2.2 Communication



This project's main communication method comes down to Microsoft Teams meetings at least once per week where a progress update is being done and goals for the rest of the week are placed, otherwise emails are the second tool helping in coordinating. In person meetings can be scheduled if needed.

3. Activities and time plan

3.1 Phases of the project

Scope:	Details:	Time Management:	Creation of Project Portfolio
1. Initial Research	Getting to know what is expected of the product and setting realistic end goals. Researching already existing products and components.		Present the process and information in an organised way.
2. Design	Using the results from the research, in order to create easily changeable prototypes and navigation frames.		

3. Testing	Test the prototypes with users, in order to further develop the design and functionality before implementing it.	
4. Develop	Having the wireframe and navigation prototype, develop the core aspect of the product.	
5. Testing 2	Put the product implementations to the test and work on feedback if needed.	
6. Develop 2	Focus on design and adding functionality. Finalising product and populating.	
7. Testing 3	Test the product again and change if needed.	
8. Develop 3	Finalisation and cleaning up.	

3.2 Stepping stones

Phase 1: Achieving a good **“Project plan”** is the main stepping stone of this phase, so this project can be presented in an organised way. Having the path laid down it is time for the design phase.

Phase2: Main goal is to come up with a ready to be used **“Prototype”** of the product, which can give feedback on core functions as navigation, layout, visuals and content. In order to achieve this, we need to get the public opinion. **“Surveys”** are the main tool for this task.

Phase 3: Organising the results and implementing the changes if the goal of the phase. Stepping stone is going to be the creation of **“User stories”**, **“Customer journey”**, **“Personas”**

Phase 4: In this phase, focus will be shifted on starting the development of the **“WordPress website”**, while focusing on the navigation function, the basic design and content layout.

Phase 5: Having implemented phase 4, it is time for testing. In order to not lose aim of the goal, the core of the website will be tested and changed if necessary.

Phase 6: Knowing everything is in order, finish up the **“WordPress website”** with populating the content, check for proper connections, finish up the navigation functions, overall finish with the visuals.

Phase 7: Finale testing of the product before project completion.

Phase 8: Product finalisation and **“Product delivery”**. Clean-up on coding parts.

4. Testing strategy and configuration management

4.1 Testing strategy

Testing will be playing the main part of this project as having up to date information on the client's expectation is crucial for successful products of this type.

Main focus of the testing will be:

Product testing: Getting up to date knowledge on problems and needed changes

Prototypes: Having a starting point for the development phase and a structured wire frame to follow

Testings will constantly be deployed throughout the assignment and will help the development in terms of goals and guidelines. For the first testing phase, surveys are going to be made, which will be distributed to users in order to understand the initial goals of such a project. Following that, prototypes will be created, to further test the core functionality and lay down a solid start for the development phase. After each such phase, product testing will be mandatory, in order to stay in line with the goals and work on problems early on.

4.2 Test environment and required resources

Mainly developed and used in remote way



Adobe XD is the software of choice for prototyping as it provides easy sharing capabilities with many technical options.



SurveyMonkey will be used for most survey creations as it is a popular software with a big user base and easy share options.

4.3 Configuration management



Parts of the research conclusions, development phase(1&2) and the final product will be available to be followed in an "Exergaming platform" GIT repository where every version can easily be found and edited if needed.



For easy sharing and smaller files Google Drive is used.

5. Risks

5.1 Risk and mitigation

Risk	Prevention activities	Mitigation activities
1 Going out of time	Not taking leave days and focus on remote work	Shift more time into the project workload
2 Lost of communication	Continue following the project plan	-
3 Mismatch between the product and the expected product	Continues testing and involvement of all stakeholders in the development	Going back a phase and fixing

6. Up to date progress

Date	Completed	Tasks
13/10/2021 2nd Meeting	Setting up live project plan document in place	1. Creation of surveys for initials research 2. Initial start-up on the prototype 3. Research on existing platforms and organising

18/10/2021	<ol style="list-style-type: none"> 1. Implementing feedback into project plan 2. Start of the prototyping phase 3. Git repository created 4. Trello started to be used for management 5. Start of the portfolio development 6. Research on WordPress 	