Show me…

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# **Introduction**

This document describes the initial planning for developing a mobile and web application called “Show me”, which will allow people to live stream video using the camera on their smartphone. The document has three main parts – this introduction, which briefly describes the purpose and contents of the project plan, project statement and MoSQuITO (Money, Skills, Quality, Information, Time and Organization). The project statement part gives information about the client, the project leader, starting (current) situation, justification for executing the project, the end product, what will be delivered and what not. The statement includes also project constraints, a table of possible risks that might occur during the project, possible solutions, is the probability to happen high or not and how severe the risk is. The final part of the project statement is the phasing which describes the different phases and the deliverables at the end of each phase. The MoSQuITO lists the project budget, the skills that are needed to execute the project, the quality constraints which must be abide, table that shows the documentation involved and which parties are responsible for drawing/approving it. The final two sections of the MoSQuITO give information about the time needed to execute the project and the roles of each member of the Code Ninjas within the project.

# **Project statement**

## Formal client

## Project leader

To be determined.

## Current situation

We have been given the task to develop distributed multi-user application. Our group have decided to build mobile and web application that can stream video from a smartphone’s camera including sound and location to a remote server. Another person using the mobile/web application would be able to see the streamed video and a map with the current location of the person that is streaming.

## Project justification

Live streaming has become tremendously popular and is available on various platforms. Few very popular examples are Twitch, Netflix, Facebook and YouTube. There are of course many more platforms and application that offer live streaming. Besides entertaining, live streaming can be used for remote surveillance of your house, children or pets. Teachers can live stream the lessons from their homes when they are sick. That’s why our team decided to develop a live streaming application that can be used in different ways by people – entertainment, remote surveillance, education, etc.

## Project product

The end goal of this project is to create a mobile and web application and a server that allows real-time streaming. The final products can be used in various ways including entertainment, education or home security. The main purpose is to allow one person to stream video and share his location, so others can see it in real-time.

## Project deliverables and non-deliverables

**Deliverables:**

* Project plan
* User Requirements Specifications (URS)
* Test plan
* Test cases
* Design document
* Mobile application
* Web application
* Server
* Presentation

**Non-deliverables:**

* Manual for the web app
* Manual for the mobile app
* Public access

## Project constraints

## Risks

|  |  |  |  |
| --- | --- | --- | --- |
| Risk | Possible solution | Severity of risk | Likeliness |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
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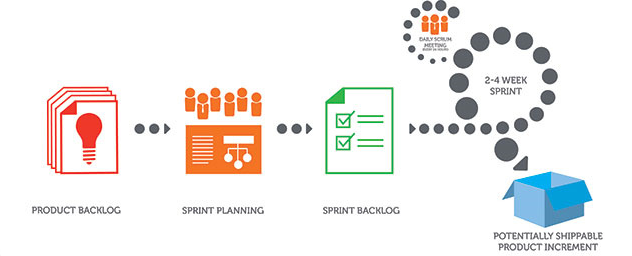
## Project phasing

## Development Methodology

**Scrum methodology**

Scrum is an Agile framework for completing complex projects. Scrum originally has been formalized for software development projects, but it works well for any complex, innovative scope of work. The possibilities are endless. The Scrum framework is deceptively simple.

The Scrum framework is usually practiced in cycles of 2 weeks. Each cycle is called a sprint. It starts with a planning session, called Sprint planning and ends with a demo (showcase).



# **Mosquito**

## Money

## Skills

## Quality

## Information

## Time

## Organization