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

Bill is a young entrepreneur that is constantly travelling and looking for new inspirational ideas for starting a business. He is greatly interested in live streaming videos and how this can help him share his business ideas with his friends, people and companies in his professional network. Bill also wants to reach new individuals and organizations that might be interested in his skills as entrepreneur. He also wants to share his experiences travelling around the world with his friends in New York.

## The company

“Ninja Coders” is a company based in Eindhoven, the Netherlands. They have been building corporate software for about 15 years already. Most of their work is concentrated on entrepreneur kind of businesses, which allows them to have the “interesting” shaped mindset. Their team counts 5 people, all educated in the sphere of Software Engineering and Business studies. Undoubtedly many happy clients like to share their names, which makes it a fact, their work is always at a top level. During this project their task is to make sure that one entrepreneur will be always ready to live-stream his ideas, right at the place where they are happening, right at the moment, when everything is going on!

## Project leader

To be determined.

## Current situation

As already mentioned Bill is a young entrepreneur, who wants his ideas to be heard. Not so common, he has that flying kind of mind, so his ideas are unfortunately always difficult to capture and visualize. Here comes the problem with him, he would need something that can make the impossible – possible. Something that can be put on drones, trains, bikes, cars, on people, animals and much more, just to be able to live stream about what is going on right there, right at that moment. He has had very interesting adventure on a camel recently, which he could not capture and turn into an idea, unfortunately. As far as his concerns reveal, this is something that he would not like to see happening again. That’s why Bill has decided on making a deal with a software company, to have such a product built for him.

Bill has tried numerous ways of capturing the moment, with mobile phones, with 360 cameras, but none of them offers exactly what he needs. Everything is fine, but none to the point that, he would say “That’s it!” Currently he is able to record the adventure, but recording the adventure loses its uniqueness, it’s interesting only when it is happening. That’s what Mr. Bill definitely thinks. If the company, he has talked with, manages to provide him with such a product, Bill will be the happiest entrepreneur in the world.

## Project justification

Considering the frustrations that the client has been facing such as:

* Not knowing how live streaming is done
* Existing platforms and applications not offering the needed functionality
* Insufficient time to spend on ideas

Some goals have been defined. Basically the idea that holds behind the minds of our software engineers is to build a system, which will address certain problems and will follow goals and actions. Among all the small details about the project, the most specific and direct goals might be described as:

* Finding an easy way to share ideas through live videos
* Attracting more people and organizations
* Sharing experience with surrounding people
* Saving time and money

## 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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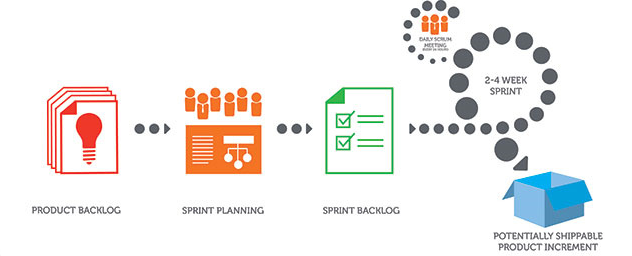
## Project phasing

## 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