Problem Statement and Goals
Software Eng 4G06

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Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...	...	...

1 Problem Statement

[You should check your problem statement with the problem statement checklist. —SS] [You can change the section headings, as long as you include the required information. —SS]

1.1 Problem

1.2 Inputs and Outputs

[Characterize the problem in terms of "high level" inputs and outputs. Use abstraction so that you can avoid details. —SS]

1.3 Stakeholders

1.4 Environment

[Hardware and software —SS]

2 Goals

Goal Descriptions	
Goal Name	blah blah blah
Name	blah blah blah
Name	blah blah blah
Name	blah blah blah
Name	blah blah blah

2.1 Stretch Goals

3 Inputs and Outputs

4 Development Plan

4.1 Team meeting plan

Team meetings will be conducted weekly on non-holiday Mondays at 4:30pm. Further meetings can be scheduled if needed. Meetings will be conducted in person at a McMaster bookable room or library unless specified otherwise.

4.2 Team communication plan

All team communication will be conducted Any online meetings will be conducted on Mircosoft teams in a specified

4.3 Workflow plan

git

4.4 Team Roles

Team Role Descriptions	
Role	blah blah blah
Role	blah blah blah
Role	blah blah blah
Role	blah blah blah
Role	blah blah blah

4.5 Coding Style and Standards

lint

5 POC Demo Plan