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# Introduction

ProTect is a Malaysia first software-house to be introduced in the industries. Its main product line is focusing on developing software for corporate clients. ProTect are located at KLCC and the company has three core department handling Mobile Application, Games and Web Applications. In view of the gradually increase number of client, the central management team will employ developers with specific skills. ProTect speciality is handling several projects from various clients and collaboration from the different department to develop system consisting several applications such as both Web and Mobile in one go. To indicate, ProTect main objectives is to ensure clients satisfaction as it is new Software-house.

# Functional Units

## Mobile Application Department

The products this department would handle are applications for mobile platforms like Android or iOS. It would take on projects from customers who want their product designed for mobile use. For example, this department might handle a project from a bank to design an online banking app for mobile, or a mobile app to view movie times and book tickets for a cinema.

**Scopes**: In-house planning, design and development.

**Objectives**: To deliver a mobile application that can satisfy customers under specific budget and cost assigned by team leader.

## Game Application Department

The products this department would handle are games for computer and mobile platforms. This department would take on projects such as a client wanting to design a game to promote their project, or a board game developer wanting to create an electronic version of their board game for a computer or mobile platform.

**Scopes**: In-house planning, collaborate development and design with game studio.

**Objectives**: To deliver a game application collaborate with major game studio that can increase player’s gaming experience.

Agile Principles involved for the project:

1. **Welcome changing requirement.**

Most game applications having one common problem, features. In the competitive arena, features in a game are pretty important as it will decide the future of the game. The feature should not be implemented all in one time and based on scheduled time. The more features added, the chances of maintain players playing the game are high.

1. **Face to face communication.**

Since the game application are not fully in-house development and it is collaborated with game studio, communication between software-house and the game studio are pretty important to avoid misunderstanding.

1. **Sustainable development.**

Game development are not something small, it involves different roles, from animator to programmer. Each people has different task; team member should be assigned the right tasks to avoid mistakes. If wrong tasks given, the price could cost a lot.

1. **Projects are built around motivated individuals, who should be trusted.**

Since the scope of the project are huge, team members should trust each other of their abilities and giving them support. Happy team produces good products and project.

## Web Application Department

The products this department would handle are applications designed to run on a web browser. This department would take on projects such as a retail company wanting to design an online retail platform, or a university wanting to set up a webmail service.

**Scopes**: In-house planning, design and development.

**Objectives**: To deliver responsive and interactive web application that meet the necessity of the customer.

Agile Principle involved for the project:

1. **Business people and developers must work together daily throughout the project.**

This is important as the web application being designed might be a key part of the client’s business. This would be implemented by increasing communication with the client and also hiring a business advisor to work with the developers.

1. **Build projects around motivated individuals.**

Having motivated people working on a project will result in greater productivity and a higher quality product. This would be implemented by observing employees and identifying those individuals who demonstrate high levels of motivation. These people would be given the necessary support and also leadership opportunities.

1. **Continuous attention to technical excellence and good design.**

Doing this will result in high quality products being produced. This would be implemented by getting the developers and designers to work with smart design in their minds. By using the right frameworks and supporting tools, teams are able to deliver higher quality software at a much faster.

1. **At regular intervals, the team reflects on how to become more effective and adjusts accordingly.**

Reflection helps a team to avoid repeating past mistakes and maintain good practices they have been using. This would be implemented by having review sessions where teams review what they have done and what they will do in the next iteration. Teams would also be encouraged to always question the importance of everything.