# **Group 1 (Connected Game Console)**

# **Milestones**

|  |  |  |
| --- | --- | --- |
| **Activity name:** Project plan | | **Delivery date:** Sprint 1 (6.11.2020) |
| **Input:** Use cases, deliverables, risk analysis, project structure and organization | | |
| **#1** | **Activities:** | |
| The project plan includes everything regarding the work of the team, including how the team will function, how the project will be organized, what the team is expected to deliver, how communication with the client takes place and an analysis of the risks. | | |
| **Output:** A general plan of how the project will proceed | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** System design document | | **Delivery date:** Sprint 1 (6.11.2020) |
| **Input:** Wiring diagram, Sequence diagram, System context diagram, System architecture diagram, State machine diagrams | | |
| **#2** | **Activities:** | |
| The system design document includes more technical information regarding the project such as how each subsystem is structured and operates and how different subsystems communicate with each other. | | |
| **Output:** A document explaining how the system functions | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** Wireless communication | | **Delivery date:** Sprint 2 (20.11.2020) |
| **Input:** Multiple ESP32 microcontrollers | | |
| **#3** | **Activities:** | |
| The team shall set up a testing environment to determine which form of wireless communication is most suitable and provides the least latency and hardware overhead. | | |
| **Output:** Functioning communication skeleton | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** Communication protocol | | **Delivery date:** Sprint 2 (6.11.2020) |
| **Input:** Communication skeleton | | |
| **#4** | **Activities:** | |
| The team shall work on developing a protocol that helps identify the message sender and the purpose of the message more effective. | | |
| **Output:** Robust communication protocol | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** Integration testing | | **Delivery date:** Sprint 3 (4.12.2020) |
| **Input:** Communication skeleton | | |
| **#5** | **Activities:** | |
| The team will work on merging the game console code with the communication protocol by sending the joystick readings of one node to another one. | | |
| **Output:** Better integrated system | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** Game development | | **Delivery date:** Sprint 4 (8.01.2021) |
| **Input:** Integrated system from last sprint | | |
| **#6** | **Activities:** | |
| The team will work on developing games and having a working system where multiple people can play together. | | |
| **Output:** Working system | | |

|  |  |  |
| --- | --- | --- |
| **Activity name:** Improvements / Repair | | **Delivery date:** Sprint 5 (22.01.2021) |
| **Input:** Integrated system from last sprint | | |
| **#7** | **Activities:** | |
| If all previous sprint went to plan, the team will work on adding extra functionality (more games, audio transmit, etc.). Otherwise, the sprint will be spent catching up on previous goals. | | |
| **Output:** Working system | | |