

Contents

1	Introduction	1
1.1	Stakeholders	1
1.2	Customer	1
1.3	Project description	1
1.4	Project Scope	1
2	Project Directive	2
2.1	Methodology	2
2.2	Group Organization	2
2.3	Project Phases	2
2.3.1	Planning and research	2
2.3.2	Sprints	2
2.3.3	Documentation and delivery	2
2.4	Risk Management	2
2.5	Quality Assurance	2
3	Preliminary Studies	3
3.1	Methodology	3
3.1.1	Development process	3
3.1.2	Conclusions	3
3.2	Game Concept	3
3.2.1	Power industry	3
3.2.2	Similar game concepts	3
3.2.3	Conclusions	3
3.3	Mobile technology	3
3.3.1	Mobile platform	3
3.3.2	Crossplatform	3
3.3.3	Native	3
3.3.4	Conclusions	3
3.4	Mobile development	3
3.4.1	Native languages	3
3.4.2	JavaScript, HTML5, and CSS3	3
3.4.3	Frameworks	3
3.4.4	Conclusions	3
3.5	Test	3
3.5.1	Testing cycle	3
3.5.2	Testing activities	3
3.5.3	Testing frameworks	3
3.5.4	Conclusions	3
3.6	Tools	3
4	Game Concept	4

5	Requirement specification	5
5.1	Functional requirements	5
5.2	Non-functional requirements	5
5.3	Use case diagrams	5
6	Game architecture	6
7	Test	7
8	Sprint 1	8
8.1	Sprint planning	8
8.2	Requirements	8
8.3	Implementation	8
8.4	Testing	8
8.5	Delivery	8
8.5.1	Planned delivery	8
8.5.2	Actual delivery	8
8.6	Customer feedback	8
8.7	Sprint retrospective	8
8.8	Evaluation	8
9	Sprint 2	9
9.1	Sprint planning	9
9.2	Requirements	9
9.3	Implementation	9
9.4	Testing	9
9.5	Delivery	9
9.5.1	Planned delivery	9
9.5.2	Actual delivery	9
9.6	Customer feedback	9
9.7	Sprint retrospective	9
9.8	Evaluation	9
10	Sprint 3	10
10.1	Sprint planning	10
10.2	Requirements	10
10.3	Implementation	10
10.4	Testing	10
10.5	Delivery	10
10.5.1	Planned delivery	10
10.5.2	Actual delivery	10
10.6	Customer feedback	10
10.7	Sprint retrospective	10
10.8	Evaluation	10

11 Sprint 4	11
11.1 Sprint planning	11
11.2 Requirements	11
11.3 Implementation	11
11.4 Testing	11
11.5 Delivery	11
11.5.1 Planned delivery	11
11.5.2 Actual delivery	11
11.6 Customer feedback	11
11.7 Sprint retrospective	11
11.8 Evaluation	11
 12 Conclusion and Evaluation	 12
12.1 Evaluation	12
12.2 Conclusion	12
12.3 Further work	12
 13 Templates and standards	 13
13.1 Templates	13
13.2 Standards	13

1 Introduction

1.1 Stakeholders

1.2 Customer

Customer

1.3 Project description

1.4 Project Scope

2 Project Directive

2.1 Methodology

2.2 Group Organization

2.3 Project Phases

2.3.1 Planning and research

2.3.2 Sprints

2.3.3 Documentation and delivery

2.4 Risk Management

2.5 Quality Assurance

3 Preliminary Studies

3.1 Methodology

3.1.1 Development process

3.1.2 Conclusions

3.2 Game Concept

3.2.1 Power industry

3.2.2 Similar game concepts

3.2.3 Conclusions

3.3 Mobile technology

3.3.1 Mobile platform

3.3.2 Crossplatform

3.3.3 Native

3.3.4 Conclusions

3.4 Mobile development

3.4.1 Native languages

3.4.2 JavaScript, HTML5, and CSS3

3.4.3 Frameworks

3.4.4 Conclusions

3.5 Test

3.5.1 Testing cycle

3.5.2 Testing activities

3.5.3 Testing frameworks

3.5.4 Conclusions

3.6 Tools

4 Game Concept

5 Requirement specification

5.1 Functional requirements

5.2 Non-functional requirements

5.3 Use case diagrams

6 Game architecture

7 Test

8 Sprint 1

8.1 Sprint planning

8.2 Requirements

8.3 Implementation

8.4 Testing

8.5 Delivery

8.5.1 Planned delivery

8.5.2 Actual delivery

8.6 Customer feedback

8.7 Sprint retrospective

8.8 Evaluation

9 Sprint 2

9.1 Sprint planning

9.2 Requirements

9.3 Implementation

9.4 Testing

9.5 Delivery

9.5.1 Planned delivery

9.5.2 Actual delivery

9.6 Customer feedback

9.7 Sprint retrospective

9.8 Evaluation

10 Sprint 3

10.1 Sprint planning

10.2 Requirements

10.3 Implementation

10.4 Testing

10.5 Delivery

10.5.1 Planned delivery

10.5.2 Actual delivery

10.6 Customer feedback

10.7 Sprint retrospective

10.8 Evaluation

11 Sprint 4

11.1 Sprint planning

11.2 Requirements

11.3 Implementation

11.4 Testing

11.5 Delivery

11.5.1 Planned delivery

11.5.2 Actual delivery

11.6 Customer feedback

11.7 Sprint retrospective

11.8 Evaluation

12 Conclusion and Evaluation

12.1 Evaluation

12.2 Conclusion

12.3 Further work

13 Templates and standards

13.1 Templates

13.2 Standards