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1 Introduction

1.1 Stakeholders

”A person who influences the product.”

Developers

Testers

Customer/Investor

End users/Players/

1.2 Customer

Helgelandskraft AS is a Norwegian power company engaged in the production, transmission and distribution of renewable energy. The company is owned by the 14 municipalities of Helgeland, and is based in Mosjøen. The production division is responsible for the development and operation of power production in 9 power plants. On a national scale Helgelandskraft is one of the greater? power companies, serving more than 44.000 customers.

Supplies whom?

It is the market division of Helgelandskraft that make up our customer, with Arild Markussen and Espen Skarsbø Olsen as our main contacts.

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

2.5.1 Internal reporting/routines

2.5.2 Meetings (and interaction?)

2.5.3 Templates

2.5.4 Response Time Lines

2.5.5 Risk Management

2.5.6 Documentation and Code

2.5.7 Testing

Releases And Builds.

Unit Testing.

Functional Testing.

2.5.8 Task Reviewing and Inspection??

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