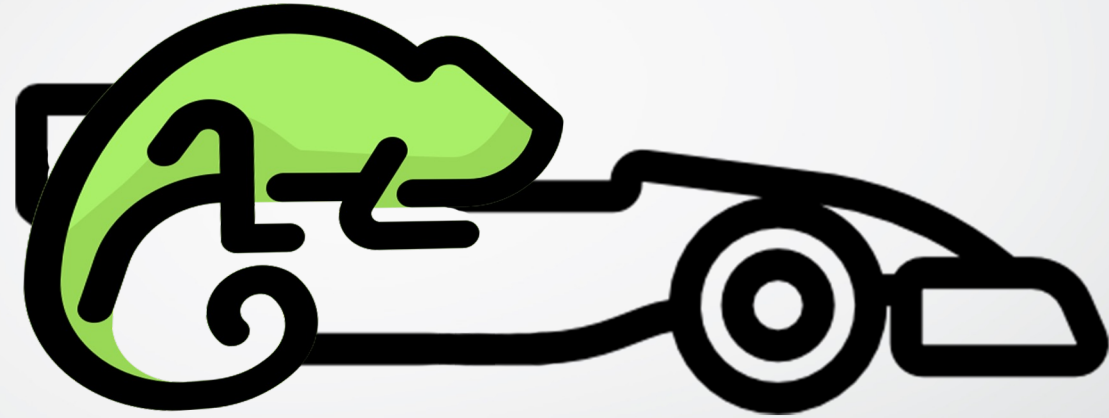


  
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# Chameleo Car

Proof of Concept and Software Demonstration

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# Concept Introduction

## Mission

To create a toy that encourages diversity and inclusion in car racing

## Vision

To increase diversity in gender, age, ethnic representation, and sexual orientation in top-tier racing leagues, such as Formula 1

## Approach

Build an engaging smart phone-controlled race car that allows users to customise the driver's appearance and car colour

## Output & Current State

Software that enables desired functionalities in the toy car, and a simulation environment to test these functions

# Requirements: 'Child' Persona

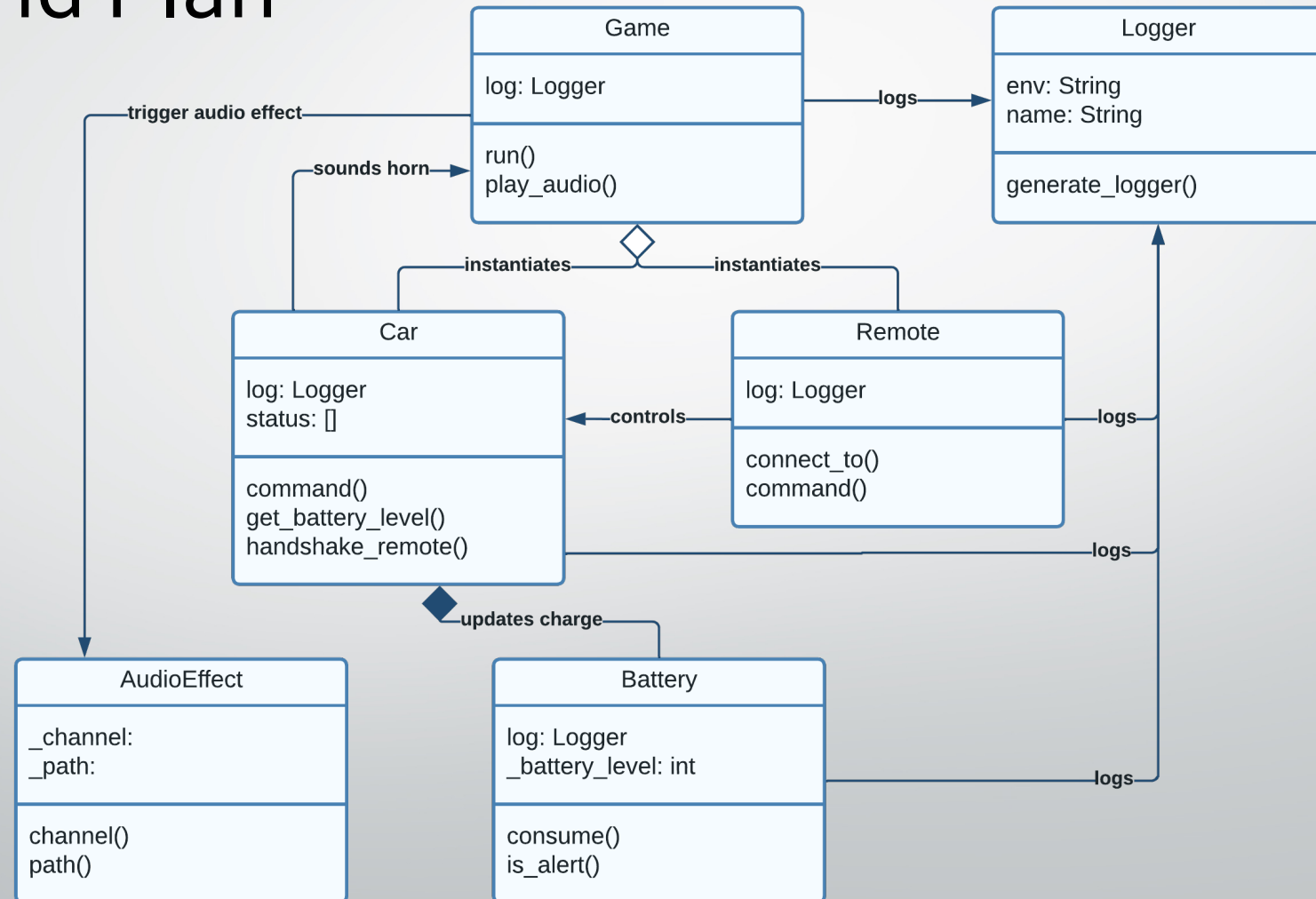
Child			
#	Requirement	Type	Priority
1	Control race car's movement	Functional	High
2	Control race car's speed	Functional	High
3	Honk the horn	Non-functional	Low
4	Change race car's colour	Functional	High
5	Customise driver's appearance	Functional	High
6	Display battery status	Non-functional	Medium
7	Send alert when battery is lower than 20%	Non-functional	Low

# Requirements: 'Guardian' & 'Producer' Personas

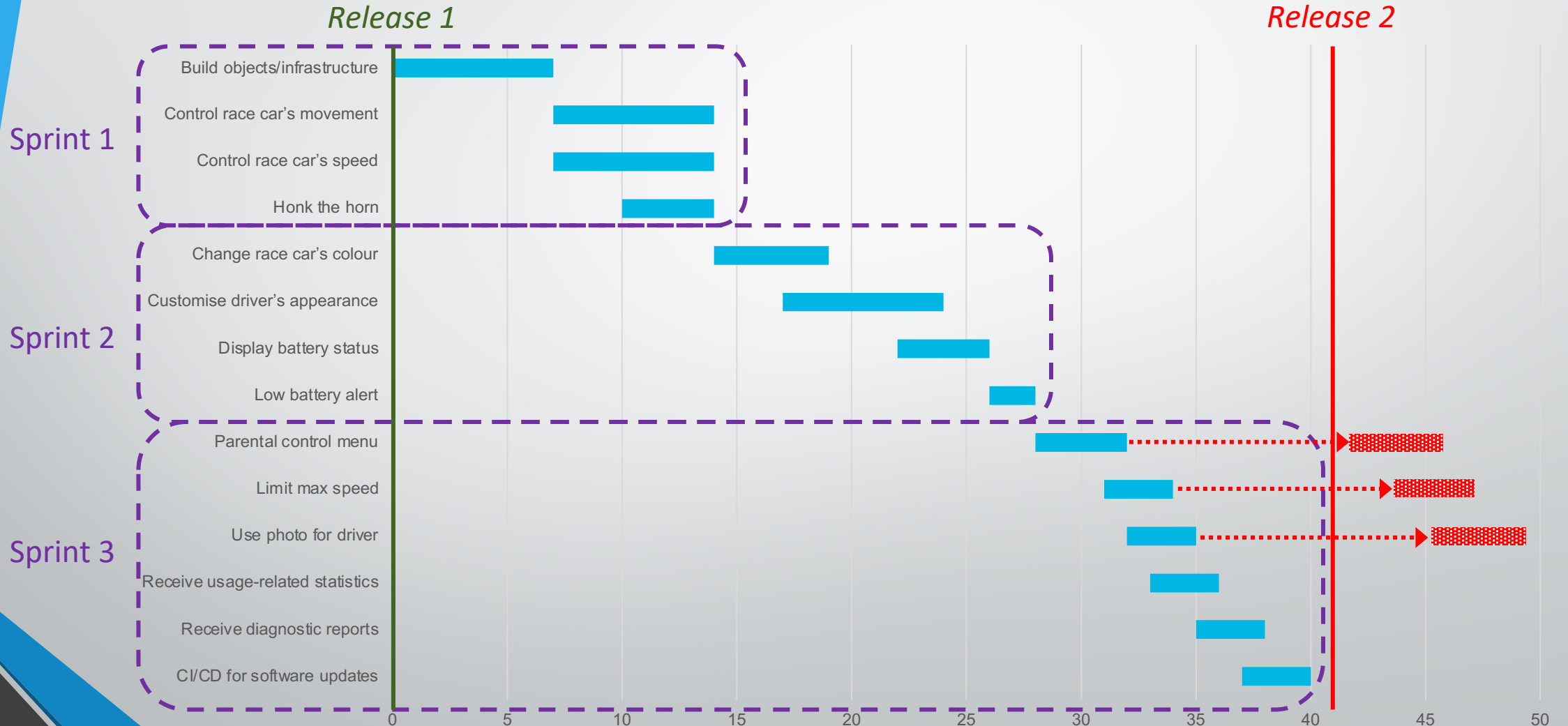
Guardian			
#	Requirement	Type	Priority
1	Password-protected parental control access	Functional	Medium
2	Limit maximum speed in the parental control menu	Functional	Medium
3	Set driver's appearance as a photo	Non-functional	Low

Producer			
#	Requirement	Type	Priority
1	Receive usage-related statistics	Non-functional	Low
2	Receive diagnostic reports	Non-functional	Medium
3	Implement CI/CD for future software updates	Non-functional	Medium

# Design and Plan



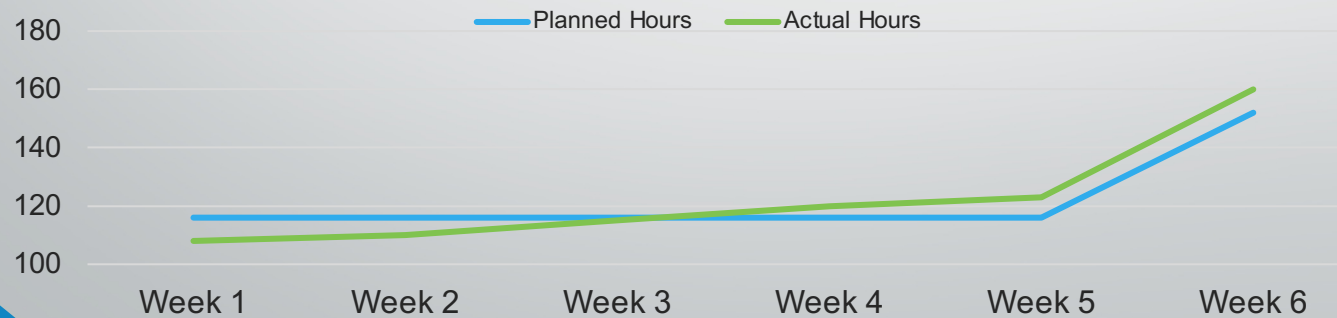
# Sprint Progress and Project Status





# Budgets and Summary

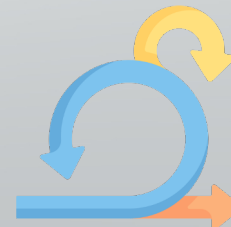
Labour Category		Hourly Rate (GBP)	Sprint 1		Sprint 2		Sprint 3		Total Hours	Total Cost (GBP)
			Week 1	Week 2	Week 3	Week 4	Week 5	Week 6		
Project Manager	Planned	140.00	24	12	12	12	12	24	96	13,440.00
	Actual	140.00	25	11	10	10	13	22	91	12,740.00
	Delta		-1	1	2	2	-1	2	Delta	700.00
Developer	Planned	130.00	80	80	80	80	80	80	480	62,400.00
	Actual	130.00	75	79	80	80	80	85	479	62,270.00
	Delta		5	1	0	0	0	-5	Delta	130.00
Tester	Planned	80.00	12	24	24	24	24	48	156	12,480.00
	Actual	80.00	8	20	25	30	30	53	166	13,280.00
	Delta		4	4	-1	-6	-6	-5	Delta	(800.00)



Total Planned Cost:	88,320.00
Total Actual Cost:	88,290.00
Budget Remaining (GBP):	30.00
Deviation (%):	-0.03%

# Development and Testing

- Developed with **Agile Scrum**, using **GitHub** as a VCS and requirement tracker, and **GitHub Actions** for CI/CD
- Uses **pygame** module for implementation, **Gherkin** for requirements testing, **pytest** for testing, **bandit** and **safety** for security checks
- User acceptance testing validated each requirement for Release 1





# Challenges and Solutions

Challenge	Solution
Geographically and temporally disbursed development team	Weekly progress meetings and continuous collaboration over Slack, GitHub
Development in different environments	Modular Python package-like structure and a common environment.yml
Complex codebase for linting and quality control	Enabled linting through GitHub Actions

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