**Plan of Action <Geef de bedrijfsnaam van de klant op.>**

**Project:** <Geef de projectnaam op.>

**Client:** <Geef de bedrijfsnaam van de klant op.>

**Projectnumber:** <Geef het projectnummer op.>

**Auteur:** <Geef de auteursnaam op.>

**Date:** <Geef de datum op wanneer het document opgesteld is.>

**Version:** <Geef het versienummer op.>

Perhaps a relevant image here

The undersigned declare their agreement with the content of this plan of action document

**Client Projectmanager**

***Initial Seen: Initial Seen:***

Date: <Geef de datum op.> Date: <Geef de datum op.>

Place: <Geef de plaats op.> Place: <Geef de plaats op.>

Contents

[Background 2](#_Toc498600701)

[Project assignment 2](#_Toc498600702)

[Project activities 2](#_Toc498600703)

[Project boundaries 2](#_Toc498600704)

[Requirements 3](#_Toc498600705)

[Products 4](#_Toc498600706)

[Quality assurances (optional) 4](#_Toc498600707)

[Project organization 4](#_Toc498600708)

[Planning 4](#_Toc498600709)

[Costs and benefits (optional) 4](#_Toc498600710)

[Risks 5](#_Toc498600711)

[Appendices 5](#_Toc498600712)

# Background

We are making this project for Mr. Sprong. In this document we going to describe how we things are going to do. In this document we are going to put some requirements and demands for this project.

* For whom do you make the project
* Why this plan of action
* Why is the problem a problem and why should it be solved
* Which strategy can provide a solution for the problem
* How can the strategy be implemented in the organization
* What are the decision moments for the client. Give an overview.

# Project assignment

The environment will be website, unity and Arduino. The main goal of this project is to connect the Arduino controller with an unity game that is shown on a webpage.

* Project environment
* Project Goal
* Assignment formulation

# Project activities

The main goal will be the connection. So what we really want to get successful is a simple game on a simple website controlling it with an Arduino. The activities will be connect the Arduino with the unity game and connect the game with the website.

* How do we achieve the results we want
* Which activities should be completed to successfully end the project (elaborate)

# Project boundaries

* What we will do
* What we won’t do, even if it would attribute to the goals of the client

# Requirements

## Musts

* Unity
  + A platform for the ball.
  + A ball that can roll on a platform.
* Arduino
  + With the thumbstick you can move the bal.
    - Thumbstick up is forwards.
    - Thumbstick down is backwards.
    - Thumbstick left is left.
    - Thumbstick right is right.

## Shoulds

* Unity
  + There are gems on the platform.
  + The ball can collect gems on the platform.
* Arduino
  + By pressing the left button you can collect gems.
  + By pressing the top button you can open leaderboards.
  + By pressing bottom button you can reset the game.

## Coulds

* Unity
  + Multiple levels
* Arduino
  + Pressing the button for 3 seconds before you can pick up a gem.
* Think about the following categories:
  + Preconditions
  + Functional requirements
  + Operational requirements
  + Design limitations
* What are the priorities of each requirement (MOSCOW)?
* Formulate the requirements SMART

# Products

We have a game on a website. We can control this game with an Arduino controller. What we present is a game.

* What do we have when the project is ready?
* How does the individual product contributes to the general goal?
* What do we present?
* Name parts and the relations between them

# Quality assurances (optional)

* What is the quality of the product or products?
* How do you measure the quality of the product?

# Project organization

The stead holders of the project is Thomas sprong. Every week Thomas gets to us to ask if we are on schedule. If not he ask when we are ready.

* Who are the steadholders in this project?
  + Function
  + Knowledge
  + Contact information
  + Responsible for?
* When do we communicate, deleberate between each other?
* How do we communicate, between project members?
* How do we communicate tot he “outside world”?

# Planning

First we make a simple game, simple website and the Arduino controller. This will at the beginning work separate from each other’s. Thomas makes the game and the website. Eddie makes the Arduino controller. If this is finished eddie will make the connection between the controller and the game. Thomas will make the connection between the game and the website. At the end we will add some extra features.

Conduct a planning possibly using a graph

Per Project activity:

* Description
* The project member involved
* Time/date (start/planned end)

Also name the de intermediate results

# Costs and benefits (optional)

The project will cost around 7 weeks. I don’t suspect other costs.

* What will be the cost of the project in
  + Money
  + Time
  + Classification per project fase/activity
* What are the benefits of the project
  + Money
  + KnowHow
  + Image
* How do we guard the costs and benefits

# Risks

The biggest risk is. I know that u can make a connection between website and unity. Also between unity and Arduino. But if its working together is the risk.

* What will influence the feasibility of the project?
* For example:
  + Not enough time (deadline)
  + Not enough knowledge
  + Project formulation is inadequate and unclear
  + Not enough resources or access to resources
* With which counter measures could you diminish the risks
* Who is responsible for the implementation of those measure(s)

# Appendices

Here we refer to relevant **standards** and in house **procedures**

Where appropriate, reference will be made to existing or customary company standards. Under the condition that they are documented.

**Definitions** are only included to avoid confusion.

The **glossary** does not have to be exhaustive, only the terms used in the Plan of Action are eligible for this

Name each Appendice with a short description (no more than 3 words)

Don’t forget to adjust the table of content.