

Project name Interactive Lighting

Project owner VIVES

<div><div>Purpose</div><div>What is the intent of this project? Why are we doing this project?</div><div></div></div> <div><div>To make a proof of concept for a interactive lighting system for the gameroom</div></div>	<div><div>Scope</div><div>What does this project contain? What does this project not contain?</div><div></div></div> <div><div>Lighting, interactivity with audio and video. Connection to Project Master</div></div>	<div><div>Success Criteria</div><div>What do we need to achieve in order for the project to be successful? How can the Success Criteria be measured?</div><div></div></div> <div><div>A lighting system for the gaming room with interactive options and PM integration</div></div>
<div><div>Milestones</div><div>When will we start the project and when is the final deadline ? What are the key milestones and when will they occur? How can the milestones be measured?</div><div></div><div><div>Start : 05/02 End: 13/02 Concept,prototype,Proof of concept,Debug and documentation</div></div></div>		
<div><div>Actions</div><div>Which activities need to be executed in order to reach a certain milestone?</div><div></div><div><div><div>Concept:</div><div>- General Plan of Operation - Bestellijst - Onderzoek -Architectuur</div></div><div><div>Prototype:</div><div>-testing checklist -prototype bouwen -Architectuur aanpassen</div></div><div><div>Proof of concept:</div><div>- Eindresultaat - Test elk onderdeel - Debug checklist</div></div><div><div>Debug and documentation:</div><div>- Debugging - Documentation</div></div><div><div>Outcome</div><div>What is the end result?</div><div></div><div><div>- A book - A website - An event</div></div></div></div></div>		
<div><div>Team</div><div>Who are the team members? What are their roles in the project?</div><div></div></div> <div><div>Lennart: Lid Joren : Lid</div><div>Yarno : Lid Ibe : Scrum Master</div></div>	<div><div>Stakeholders</div><div>Who has an interest in the success of the project? In what way are they involved in the project?</div><div></div></div> <div><div>The Team , Gamers everywhere, VIVES , The coaches.</div></div>	<div><div>Users</div><div>Who will benefit from the outcome of the project?</div><div></div></div> <div><div>VIVES , Users of the gameroom</div></div>
<div><div>Resources</div><div>What resources do we need in the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge)</div><div></div></div> <div><div>LEDStrip, Controller, Montage, Profiel</div></div>	<div><div>Constraints</div><div>What are the known limitations of the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge, politics)</div><div></div></div> <div><div>Financial constraints : €175 Limited experience in mounting and hardware.</div></div>	<div><div>Risks</div><div>Which risks may occur during the project? How do we treat these risks?</div><div></div></div> <div><div>Large delivery times. Shortage in teammembers.</div></div>