

Project name Interactive Lighting

Project owner VIVES

Purpose

What is the intent of this project? Why are we doing this project?

Scope

What does this project contain? What does this project not contain?

Lighting, interactivity with audio and video. Connection to Project Master



Success Criteria

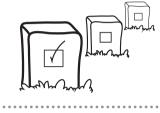
What do we need to achieve in order for the project to be successful? How can the Success Criteria be measured?

A lighting system for the gaming room with interactive options and PM integration



Milestones

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?



Start: 05/02 End: 13/02 Concept,prototype,Proof of concept,Debug and documentation

Actions

Which activities need to be executed in order to reach a certain milestone?



Concept:

- General Plan of Operation

- Bestellijst - Onderzoek

-Architectuur

Prototype:

To make a proof of concept for a interactive lighting system for the gameroom

-testing checklist
-prototype bouwen
-Architectuur aanpassen

Proof of concept:
- Eindresultaat

- Test elk onderdeel - Debug checklist

Debug and documentation:
- Debugging
- Documentation



- A book - A website - An event

Team

Who are the team members? What are their roles in the project?

Yarno: Lid Lennart: Lid

Ibe: Scrum Master Joren : Lid

Stakeholders

Who has an interest in the success of the project? n what way are they involved in the project?

The Team, Gamers everywhere, VIVES, The coaches.

Users

Who will benefit from the outcome of the project?

VIVES, Users of the gameroom



Resources

What resources do we need in the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge)

LEDStrip, Controller, Montage, Profiel

Constraints

What are the known limitations of the project? Physical (office, building, server) Financial (money) Human (time, knowledge, politics)

Financial constraints : €175 Limited experience in mounting and hardware.

Which risks may occur during the project? How do we treat these risks?

Large delivery times. Shortage in teammembers.

