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| Fontys Hogescholen |
| Project Plan |
| Skatrixx Project |

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| SM4-RB01  Supervisor: Groeneweg,Arjan  Eindhoven, 2-27-2022 |

Document Change Record

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# Definitions, Acronyms and Abbreviations

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| *Term* | *Description* |
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# Introduction

## Document Purpose

This is a document designed with the intent to describe the entire development and deployment process of the Skatrixx mobile application. The project plan will mainly focus on explaining the planning assumptions and decisions that the development team has made regarding every aspect of the project. It will also define an approved scope by the client and will outline the schedule baselines defined in the beginning of the project.

## Document Overview

# Client

Our team was approached by Raymund ten Broek from Area51 who tasked us with creating a mobile application for his skateboard company.

He can be contacted via e-mail: [Raymund@USPC.nl](mailto:Raymund@USPC.nl)

He can also be contacted via phone: +31 6 47745040

# Team

The development team consists of six fourth-semester students from Fontys University of Applied Sciences in Eindhoven. They are all from various cities in Bulgaria which means that there will not be a communication barrier and thus the workflow of the project will be a lot smoother.

The team is represented by our project leader, Antonio Takev.

He can be contacted via e-mail: [a.takev@student.fontys.nl](mailto:a.takev@student.fontys.nl)

# Current Situation

As the world of technology continues to spread across all spheres of live, people start finding more and more ways of using them in order to make leaning or acquiring a new skill easier and more convenient. Every year hundreds if not thousands of new services are created with the intent of helping their users in some aspect of their lives.

Our client, Raymund ten Broek has approached our team with a request to develop a mobile application that can link to a device mounted on a skateboard and present its users with data regarding the skateboard’s position and movement.

# Problem Description

Skaters nowadays have no clear ways of analyzing

# Project Goal

# Deliverables

# Non-Deliverables

# Constraints

# Phasing