

Project Plan

Media S2 Project 3



Group: #M2-5

Class: Media-2

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Contents

Project definition.....	3
Current situation:.....	3
Problem description:	3
Project goal:.....	3
Target Audience.....	3
Client.....	3
Team members	4
Deliverables	Error! Bookmark not defined.
Phasing	5
Sprint 1 (Week 10–11): Foundation & Core Features	5
Sprint 2 (Week 12–13): Final Features, Testing & Delivery	5
Risk analysis	6
Risk assessment:.....	6
MoSCow Table.....	7

Project definition

Current situation:

Picoo is an interactive gaming system designed to promote outdoor play and physical activity in children. It integrates technology with outdoor activities to provide an engaging and educational experience. There is a total of 6 games that children can play with the picoo's. One of those games is called "Quizstafette". The client wants the group to work on its functionality.

Problem description:

At the current moment Picco are making the quiz questions by them self and teachers using it do not have the option to customize questions themself. This limits the product uses like for example teachers testing their students in a fun way for an upcoming test.

Project goal:

To design and develop a functional web prototype of the Picoo quiz tool that allows primary school teachers to easily create, edit, and manage quiz questions in a user-friendly interface, with the goal of supporting engaging and flexible learning activities in the classroom.

Target Audience

Primary school teachers

Client

Picoo

Email Address: create.that.ux@picoo.nl

Instragram: [picooplay](#)

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Team members

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Deliverables

- Web application
 - Add, edit, delete functionality
 - Working interface with no dead links
 - Simple and clear UI
- Git repository

Non-deliverables

- Server-side code
- Mobile app version
- Database

Phasing

Sprint 1 (Week 10–11): Foundation & Core Features

Tasks:

- Finalize Team Charter
- Complete Project Plan
 - Risk analysis
 - MoSCoW prioritization
 - Planning scope
- Set up Git repository
- Start development on core functionalities:
 - Add, edit, delete functionality (**Must Have**)

Sprint 2 (Week 12–13): Final Features, Testing & Delivery

Tasks:

- Implement one of these additional features:
 - Complete login system (**Should Have**)
 - Responsive layout (**Could Have**)
 - Search functionality for questions (**Could Have**)
- Conduct usability testing with teachers (**Must Have**)
- Apply feedback and make UI/UX improvements
- Finalize and polish the full site:
 - No dead links (**Must Have**)
 - All implemented features working
- Prepare and deliver final product presentation

Risk analysis

Risk assessment:

Risk: Time Constraint

Probability: Medium

Impact: High

Preventive Measures: Implement structured phasing in the sprints

Fallback: Sacrifice low-priority end-deliverables

Risk: Difficulty of project

Probability: High

Impact: Medium

Preventive Measures: Try to do as much as we can from what we know

Fallback: Ask questions when difficulty occurs

Risk: No volunteer interviewees

Probability: Low

Impact: High

Preventive Measures: Ask as many people as possible on time

Fallback: no fallback

Risk: Our scope is too wide

Probability: Low

Impact: Medium

Preventive Measures: Make detailed planning to get a good idea of scope

Fallback: Narrow the scope down

Risk: Low team motivation

Probability: Low

Impact: High

Preventive Measures: Allow the team proper breaks, offer help

Fallback: Follow team charter agreements

MoSCow Table

Must have:

- Add, edit, delete functionality
- No dead links
- Tested with teachers
- Git repository for version control
- Clear navigation

Should have:

- Log in functionality
- Timer Settings

Could have:

- Responsiveness
- Ai assistant
- Shared questions
- Search functionality

Won't have:

- Back-end
- Connection to Picoo devices
- Mobile app
- Multi-language support