






1. Team Members and Roles

Group leader and the one who would be the bad guy in every scenario: Sir Quinn Lutters ii

Name + Phone + e-mail	Role	Specialization
Furkan Smail +359878426278 furkanmusa2@gmail.com	Strategist	User-craft design Front-end wizard Mobile App maverick;
Hakan Çoban +31 6 41297406 h.coban@student.fontys.nl Hakancoban40@icloud.com	User Researcher	Front-End Web Wizards Media Production Alchemists User-Craft Design Future Reality Fabricators
Artem Arzumanyan +31 6 39745961 540398@student.fontys.nl	Designer/Developer	Information Architecture and Navigation Design User-Craft Design Front-End Web Wizards
Safa Hassan +31 6 11210026 483176@student.fontys.nl	Development	Logo design Front-end web wizard User-craft design Video editing Graphic design
Quinn Lutters +31 6 46033799 512232@student.fontys.nl	Strategist / Group leader	User-Craft-Design Mobile App Maverick Social Interaction Social Media Production Alchemist Front-End Web Wizard
Sanne Reniers +31 6 31336607 523576@student.fontys.nl sanne.reniers@icloud.com	Designer	Front-end web wizards User-craft design Inclusivity and accessibility innovators

1.1 School schedule

MA 16 SEP	 09:00-12:00 M3 Purple LINY01 +1	29_M3-01 +2 R10_2.40_O - R10
	09:00-12:00 M3 Orange SALJ01 +1	29_M3-01 +2 R10_2.41_T - R10
	09:00-12:00 M3 Green JAGA01 +1	29_M3-01 +2 R10_2.43_T - R10
	13:00-16:00 M3 Orange SALJ01 +1	29_M3-01 +2 R10_2.40_O - R10
	13:00-16:00 M3 Green JAGA01	29_M3-01 +2 R10_2.40_O - R10
DI 17 SEP	09:00-12:00 M3 Green DAVK01 +1	29_M3-01 +2 R10_2.43_T - R10
	 13:00-16:00 M3 Purple LINY01 +1	29_M3-01 +2 R10_2.41_T - R10
	13:00-16:00 M3 Green DAVK01 +1	29_M3-01 +2 R10_2.40_O - R10
WO 18 SEP	09:00-12:00 M3 Orange EZZH01 +1	29_M3-01 +2 R10_2.40_O - R10
	 09:00-12:00 M3 Purple NORD01 +1	29_M3-01 +2 R10_2.41_T - R10
	13:00-16:00 M3 Orange RIAM01	29_M3-01 +2 R10_2.40_O - R10
	 13:00-16:00 M3 Purple NORD01 +1	29_M3-01 +2 R10_2.40_O - R10
DO 19 SEP	09:00-12:00 M3 Orange JANA13 +1	29_M3-01 +2 R10_2.41_T - R10
	09:00-12:00 M3 Green METG01 +1	29_M3-01 +2 R10_2.43_T - R10
	13:00-16:00 M3 Orange JANA13 +1	29_M3-01 +2 R10_2.40_O - R10
	13:00-16:00 M3 Green METG01 +1	29_M3-01 +2 R10_2.40_O - R10
VR 20 SEP	 09:00-12:00 M3 purple/orange/Green ZW	29_M3-01 +2 R10_2.40_O - R10

2. Team Rules

Subject	Rule
Organization	All files must be stored in either the Git repository or the Teams group.
Absence	<p>Every time a member is absent during project class they get a strike.</p> <p>Three strikes with a good reasoning result in the absentee having to buy the other snacks.</p> <p>Three strikes with a bad reasoning results in the group discussing their absence.</p>
Communication	All project related topics are done via the group app. If you are ill or late, let the group know at least 15 minutes before the start of class.
Role responsibility	Everyone is responsible for their own role, if you run into problems, you let the group know in time. So that we can find a solution together. You try to inform the group at least a week in advance so that we can handle this on time.

3. Strikes

3.1 Strike Count

Names:	Strikes				
Furkan					
Safa					
Hakan					
Artem					
Sanne					
Quinn					

3.2 Reasoning

4. Risks

Risks and fallback activities

Risk	Prevention activities included in plan	Fall-back Activities
Time shortage	Planning ahead	Assist each other
Someone being absent	1 strike per PRJ class 3 strikes with a good reasoning— Absentee must buy the other snacks. 3 strikes with bad/no reasoning— Discuss whether to act against the absentee.	Discuss it with our teacher and divide the absentee's work.
Data loss	We can use, for example, Git repositories and Teams to back up our data and make sure everyone in the group has access to it.	Contact IT, otherwise, redo the lost work.
Equipment defects	Taking extensive care of everyone's own equipment.	Request replacement equipment at ISSD or replace it yourself.
Client is unsatisfied with prototype and/or design	Asking for feedback at least once a week on work done.	Try to communicate our client's concerns and ask what she would like to have changed.

Probability and Impact

Risk	Probability	Impact
Time shortage	<p>Medium</p> <p>Probability would be rather high but we as long as we plan ahead, we should be fine.</p>	<p>High</p> <p>If we are to run out of time some features might not be ready for delivery making our final product worse.</p>
Someone being absent	<p>Medium</p> <p>As we have noticed the past few weeks, it is likely that people might be absent, however, we make use of a strike system making it less likely for people to be absent.</p>	<p>Medium</p> <p>We have multiple people assigned to the same tasks so that we can more easily account for someone being absent.</p>

Data loss	<p>Low</p> <p>Because we make use of teams file sharing and a GitLab repository, the likelihood of data loss is quite low.</p>	<p>High</p> <p>If we were to lose a large amount of data regardless of our cloud usage that would be very bad for the project since doing the lost work over would put a lot of strain on time.</p>
Equipment defects	<p>Low</p> <p>As a group we take extensive care of our and others equipment.</p>	<p>Medium</p> <p>Most of our data is stored in the cloud meaning that lost equipment would not affect that. It would however keep people from working.</p>
Client is unsatisfied with prototype and/or design	<p>Low</p> <p>We will ask for feedback at least once a week. As long as we continue to improve the product.</p>	<p>High</p> <p>If our client were to be unsatisfied it would put a lot of strain on the project due to do-overs.</p>