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### Lifecycle

The project lifecycle (e.g. waterfall, agile, etc) may be specified by either the sponsor or by the student team, subject to the instructor's approval.

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### Sponsor Contact

The sponsor assigns a contact to meet weekly with the student team to review lifecycle artifacts, progress, next steps and impediments. The contact serves as the *customer's representative*, able to judge if the product meets its success criteria.

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### Hardware

Identify any special hardware (e.g. an embedded system, mobile device, graphics processor, etc) required to implement the project along with the plan for making it available to the development team.

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