



PaddlePals

Team G01-2

Deliverable E: Scheduling and Cost

Engineering Design GNG1101

Team Members:

Faith Harmath	300316328	Zahra Alavi	300259587
Connor Mackillop	300231023	Marissa Ruth	300220560
Layane El Merini	300288563		

Faculty of Engineering

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ABSTRACT

The purpose of the project is to develop a digital replica of a recorded paddle ball match which is accessible through a computer application. In the previous deliverable, conceptual designs were presented outlining possible ideas for the layout of the application. It was decided that a team/group design should be composed containing ideas from each member for the best results. This deliverable will cover the financial aspects of the design, the project's task outline and the project's risks as well as ways to remediate them.

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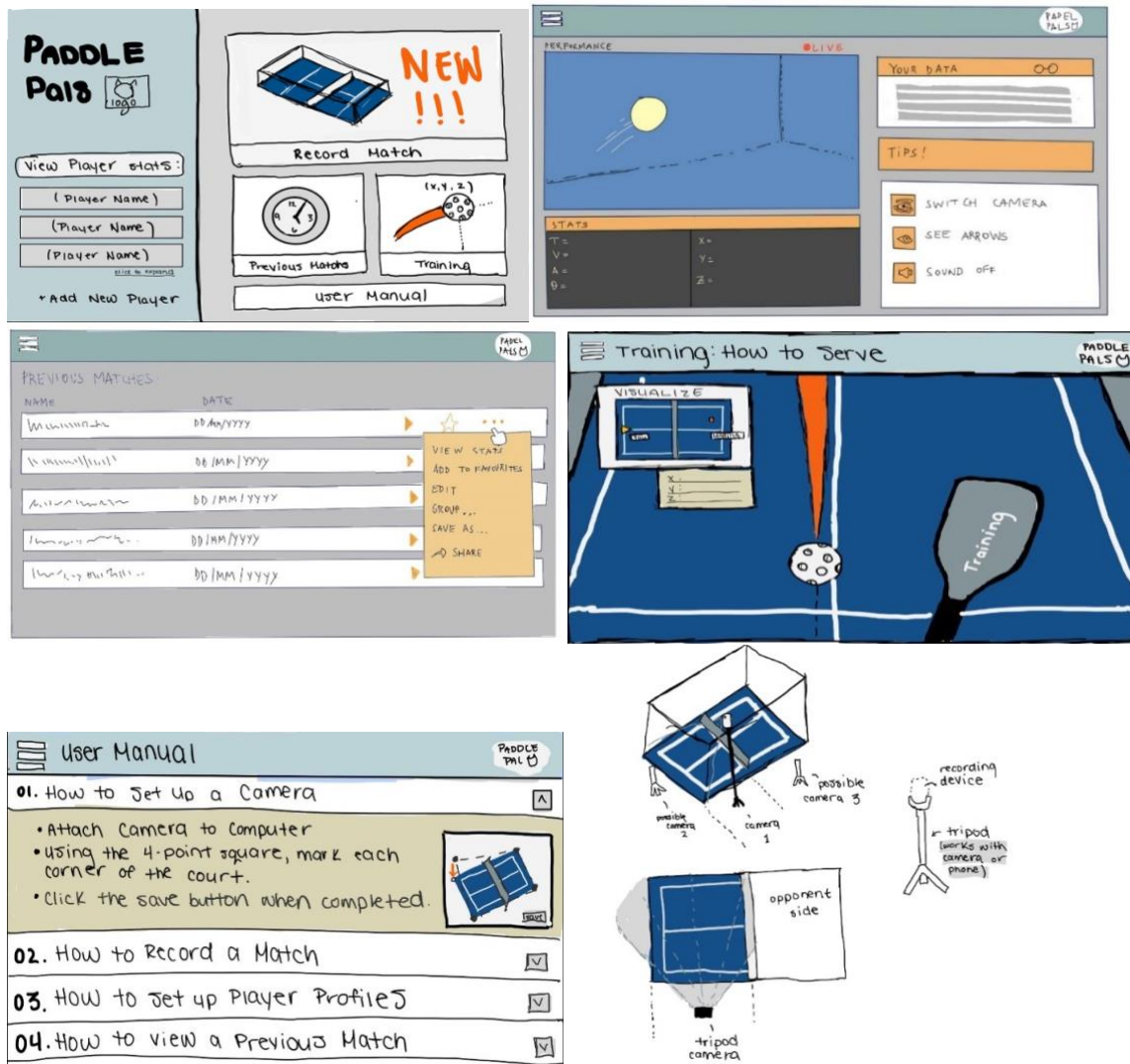
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1. Introduction

In the previous deliverable, a final conceptual design for the application was determined. The final design was chosen according to the design criteria and benchmarking information of the project, ensuring to fit the clients' needs. This design was presented to the client, and it was approved after making changes to the position of the camera. It is our current goal to determine the cost of producing this design along with all its features. The budget for the project is \$50.00 CAD. Through analyzing the features for each component of the project, a list of materials will be made to fit the budget requirements. A list of limitations for the design will also be presented, the purpose of this is to prepare for the initial prototyping phase. A scheduling plan for each prototype will also be decided which will analyze the quality and feasibility of the design, this will be used to progressively improve the design.

2. Conceptual Design

Figure 1-6: Final Design



3. Project Schedule Outline

Table 1: Task Outline

Number	Task	Dependencies	Owner	Duration	Due date
1	Deliverable E: Project Plan and Cost Estimate	None	Everyone	Milestone	2022-10-23
2	Research on development of application	None	Everyone	10 days	2022-11-01
3	Build Prototype 1	2	Everyone	8 days	2022-11-06
4	Deliverable F: Build Prototype 1	None	Everyone	Milestone	2022-11-06
5	Client Meet 3: Prototype 1 Presentation	2 and 3	Everyone	1 day	2022-11-08
6	Build Prototype 2	5	Everyone	5 days	2022-11-13
7	Deliverable G: Build Prototype 2 and customer feedback	None	Everyone	Milestone	2022-11-13
8	Build Prototype 3 with customer feedback	None	Everyone	2 weeks	2022-11-27
9	Deliverable H: Prototype 3 and customer feedback	None	Everyone	Milestone	2022-11-27
10	Deliverable I: Design Day Presentation Material	None	Everyone	Milestone	2022-11-30
11	Deliverable J: Project Presentations	None	Everyone	Milestone	2022-11-
12	Deliverable K: User and Product Manual	None	Everyone	Milestone	2022-12-7

Figure 7: Gantt Chart

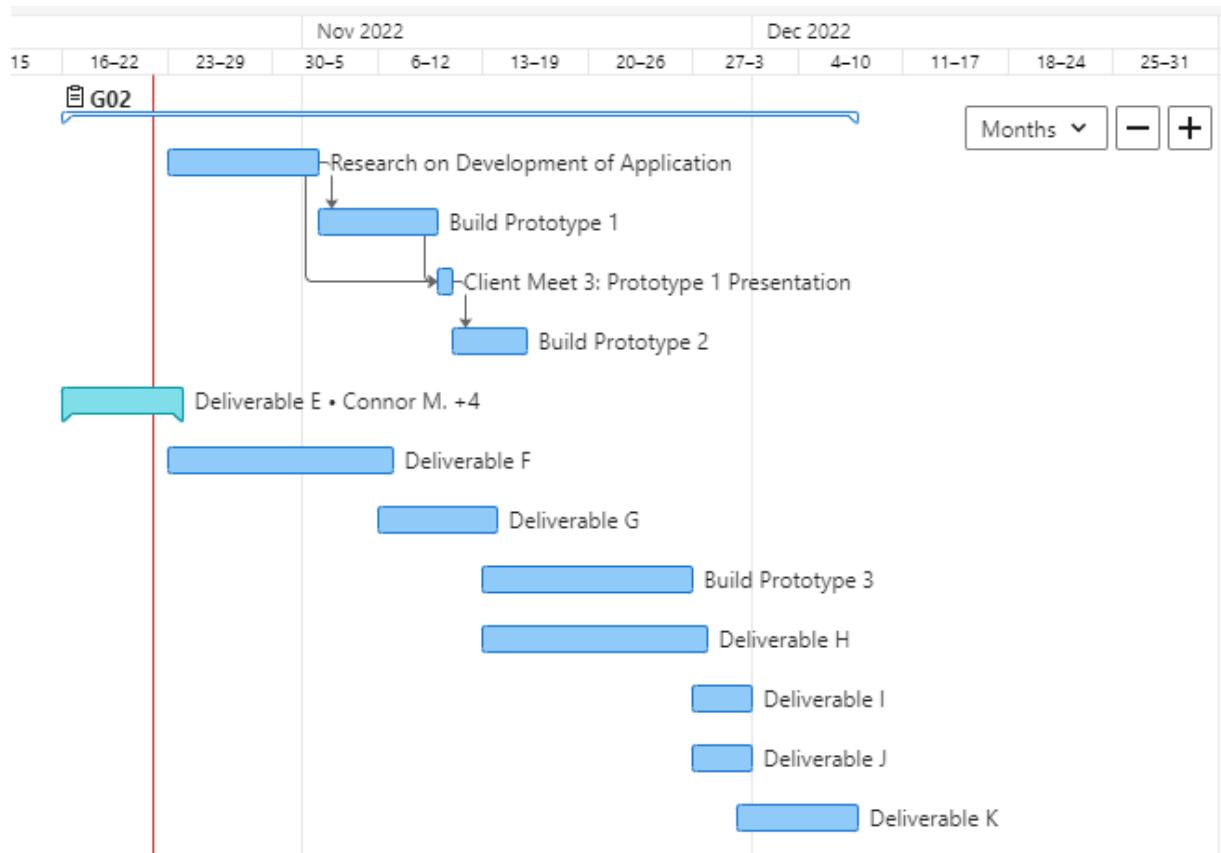


Figure 8: Full Task List

G02 Share

List Board Gantt Chart

All active tasks By Date

+ Item

Task	Due Date	Status
TODAY (1)		
> Deliverable E	23 Oct	In Progress
TOMORROW (2)		
Research on Development of Application	1 Nov	New
Deliverable F	6 Nov	New
LATER (9)		
Build Prototype 1	9 Nov	New
Client Meet 3: Prototype 1 Presentation	10 Nov	New
Deliverable G	13 Nov	New
Build Prototype 2	15 Nov	New
Build Prototype 3	26 Nov	New
Deliverable H	27 Nov	New
Deliverable I	30 Nov	New
Deliverable J	30 Nov	New
Deliverable K	7 Dec	New

4. Project Risks

Table 2: Project Risks

Risks	Probability	Impact	Contingency
Tasks are not completed on time	Low	High	Creating a task list and communicating with all group members on how much time each member is willing to contribute to the project.
Coding issues and/or other technology issues between unity and python	High	Moderate	Research solutions to presented issues from online or peers and ask the TA for help.
Conflicts develop between team members	Low	High	Team members give attention to the issue and find a fair solution to fix the conflict.
The final project is not as accurate or advanced as the goal	Moderate	Moderate	The team members will try their very best and not be disappointed if the project is not completed to their own expectations.
Financial Risks (rising cost of material/equipment, unrealistic budget)	Low	Moderate	Team members will research less expensive ways to perform desired tasks.
Strategic Risks (strategies chosen to complete a project)	Moderate	High	The team will not rely on only one strategy if the first one does not end up working. We will think of multiple strategies to go about our project.
Performance Risk (unclear & unexpected expectation for deliverables)	Moderate	High	As previously stated, the team will come up with various alternatives to our ideas and keep brainstorming together

5. Bill of Materials

Table 3: Bill of Materials

Part #	Part Name	Description	Quantity	Unit Cost	Cost (USD)	Cost (CAD)
1	Camera Stand/Mount	A tall camera stand allowing for high viewing angles of the gameplay. (x3)	3	\$19.99	\$49.69	\$67.77
2	Unity (2022.1.19f1) Unity Hub (3.3.0)	This program will be used to create the virtual game environment.	1	Free	Free	Free
3	Camera	A phone camera will be used for our application recordings. We all already have a phone camera.	3	Free	Free	Free
4	Python (ver. 3.9.13)	Allows for development of a code for ball tracking.	1	Free	Free	Free
5	VS Code (1.72.2)	Integrated Development Environment (IDE), used to organize and run code.	1	Free	Free	Free
TOTAL						\$67.77

Reference for Part 1:

https://www.amazon.ca/UBeesize-Wireless-Perfect-Recording-Streaming/dp/B09PH9PNYY/ref=sr_1_6?gclid=CjwKCAjwzNOaBhAcEiwAD7Tb6IJmni7sS4g8pPivxCp4ex3sLfmRC6-uTIkkktQoT18KMgILX1CtQhoCsM4QAvD_BwE&hvadid=208383585058&hvdev=c&hvlocphy=9000668&hvnetw=g&hvqmt=e&hvrnd=3669465495637452838&hvtargid=kwd-309860597278&hydadcr=1504_9454476&keywords=tripod+with+phone&qid=1666536426&qu=eyJxc2MiOiIwLjAwLiwicXNhIjojIjoiMC4wMCIslInFzcCI6IjAuMDAifQ%3D%3D&sr=8-6

6. Conclusion

This document is based on the previous conceptual designs and feedback from the client. It outlines the parts needed and estimated cost to advance to the prototyping and testing phase of the Paddle Pals application. The estimated cost of this project is approximately \$70 based on the best camera mount we could find to fit the scope of the project.