Project Deliverable E: Project Schedule and Cost

Yan Ding #300094414
Tyler Heimbecker #300232288
Emily Thompson #300238169
Nicolas Becerril #0300231477
Riley Johnston #300119395

Develop project tasks with a schedule view to ensure that your team can complete all three project prototypes from now until the end of the semester and provide an estimation of the costs and the components that will be required for your project. Devise a test plan for your first prototype.

1. Clear and detailed design drawing with all parts of Sol. 1
2. Plan and schedule for project: testing from now until end of the semester (improvement should be clear from each step)
    - List of tasks to be completed + estimated time duration + Person responsible for task
    - Significant project risks and plan to eliminate most likely risks
3. Cost of Materials approved by TA (project cost spreadsheet: Lecture 11 Upload Attachment) even if materials + prototyping equipment (hardware/software) = $0.
4. Fill in Lecure 11 Upload doc
    - communicating + getting feedback, check feasibility, analysing critical subsystems or system integration or reducing risk and uncertainty
    - Define stopping criteria that allows to end testing
    - Be clear about what you're trying to measure from objectives

3 prototype deliverables before the end of the semester:

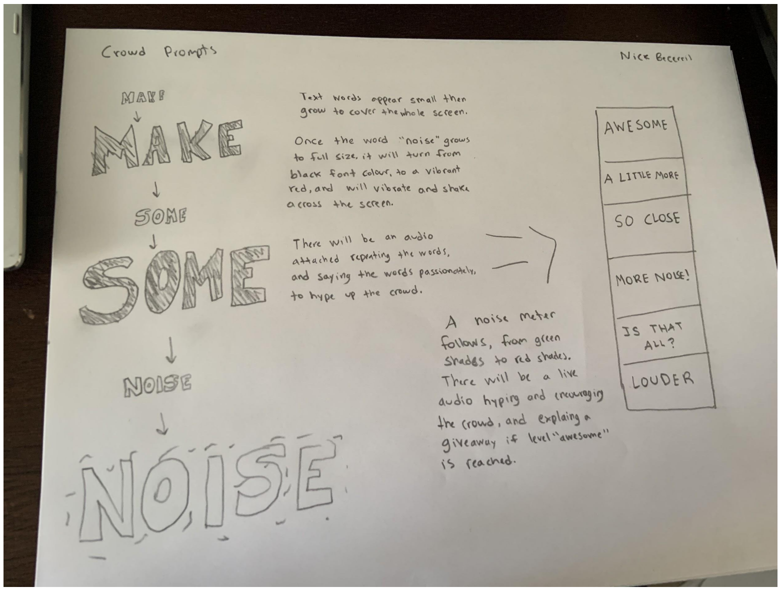
We think it is probably easiest if each person prototypes the subsystem that you covered in the client meet. If you finish it and are happy with the result, you can help someone with theirs or move on to one that hasn't been covered yet.

These are not going to be 3 independent prototypes, we should be able to do our first basic prototype to prove functionality, and then for the next two prototypes, you can improve upon things like the dashboard panel's appearance and ease of use.

Also note that we should have our **prototypes done BEFORE the prototype deliverable due dates** because we need to discuss each prototype for the deliverables.
Nov. 4th: Prototype 1 (del. f)
Nov. 11th: Prototype 2 (del. g)
Nov. 25th: Prototype 3 (del. h)

*When you're working on Dashboard, make sure you record how you input certain things/got the setup you did so the User Manual part (del. K-due dec. 8th) will be easy to do later on. Imagine you are writing the lab instructions for one of our dashboard labs.

Design Drawings

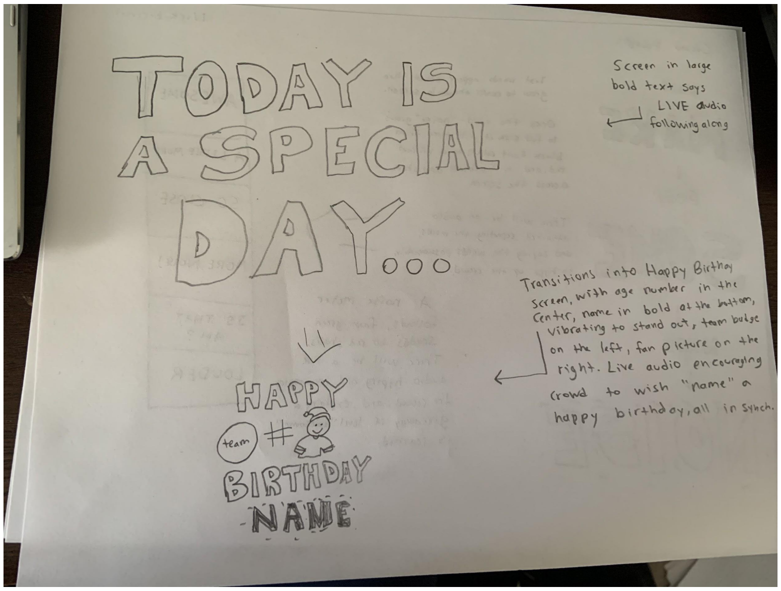


Text words appear small then grow to cover the whole screen.

Once the word "noise" grows to full size, it will turn from black font colour, to a vibrant red, and will vibrate and shake across the screen.

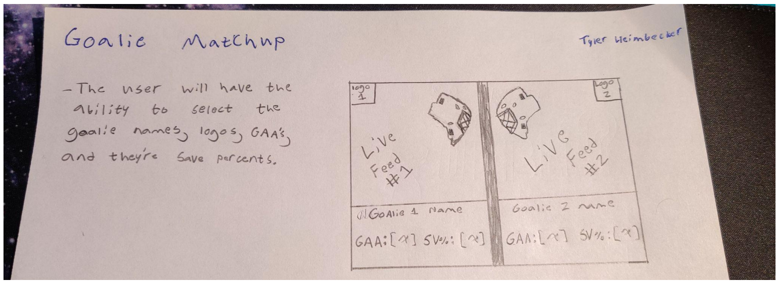
There will be an audio attached repeating the words, and saying the words passionately, to hype up the crowd.

A noise meter follows, from green shades to red shades. There will be a live audio hyping and encouraging the crowd, and explaing a giveaway if level "awesome" is reached.



Screen in large bold text says LIVE audio following along

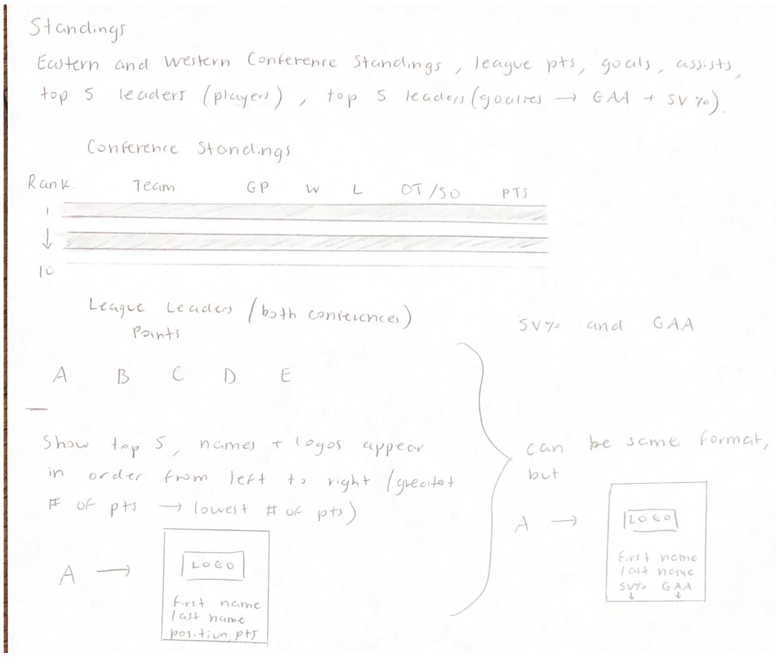
Transitions into Happy Birthday screen, with age number in the center, name in bold at the bottom, vibrating to stand out, team badge on the left, fan picture on the right. Live audio encouraging crowd to wish "name" a happy birthday, all in synch.



Goalie Matchup

Tyler Heimbecker

- The user will have the ability to select the goalie names, logos, GAA's, and they're save percents.

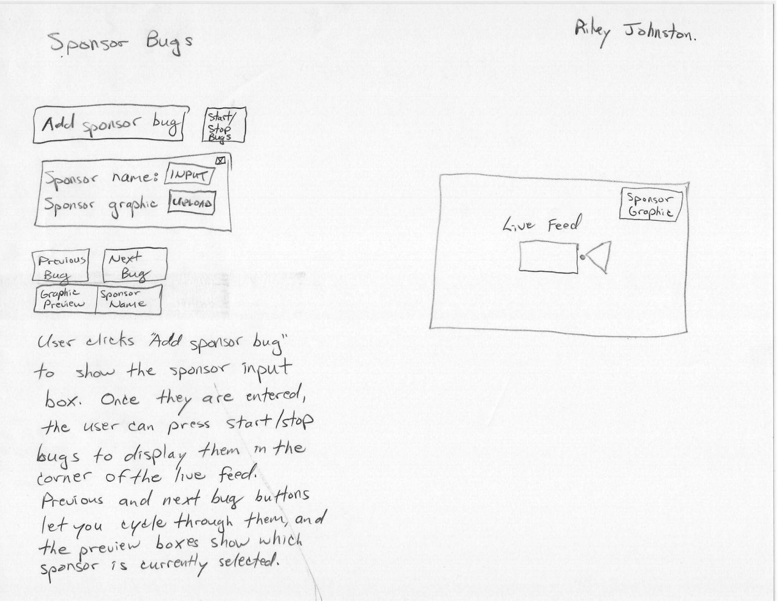


Standings

Eastern and Western Conference Standings, league pts, goals, assists, top 5 leaders (players), top 5 leaders (goalies → GAA + SV %).

Show top 5, names + logos appear in order from left to right (greatest # of pts → lowest # of pts)

can be same format, but



Sponsor Bugs

Riley Johnston.

User clicks "Add sponsor bug" to show the sponsor input box. Once they are entered, the user can press start/stop bugs to display them in the corner of the live feed. Previous and next bug buttons let you cycle through them, and the preview boxes show which sponsor is currently selected.

Schedule/Plan

**See Wrike

Cost of Materials

Material/Hardware/Software	Cost
Dashboard	$0
Total Cost	$0

Lec 11 Upload Doc

Test ID	***Test Objective (Why)***	***Description of Prototype used and of Basic Test Method (What)***	***Description of Results to be Recorded and how these results will be used (How)***	***Estimated Test duration and planned start date (When)***
001	Ensure Functionality of each subsystem by testing each button	First prototype designed to test functionality of the subsystem (Test)	Check to see if the subsystem's first prototype can perform the tasks outlined in the design drawings (basic functions and commands).	November 2nd Duration: 2hr per subsection
002	Optimization and debugging of subsystems	Second prototype builds upon the first by improving usability and taking feedback gained during testing into account (Analyze)	Check to see that layout is easy to use, size of buttons is acceptable	November 9th Duration: 2hr per subsection
003	Improve Aesthetics and Finalization of subsystems	Third prototype allows us to develop a clean and final product that will incorporate the original aesthetics and designs (Inspect)	Look through the program and make sure all subsystems are up to the agreed upon standards.	November 21st Duration: 2hr per subsection