01. Project overview (2023-2024-S015-S023)

	P10-S15-S23-MouseMover	010.P010-2023-2024-MouseMover_S015_S023	
	Team Members	<S015> 01. ABOUT ME (2023-2024-S015)	Creating models of electrical circuits, implenetation in Arduino, technical things
		<S023> 01. ABOUT ME (2023-2024-S023)	Documentation writing, creation of diagrams in EA, creation of the box
	Project Links	How to Create a Mouse Mover Using a Servo How To Make a DIY Mouse Jiggler with Raspberry Pi Pico Arduino + 2 Servos + Mouse	
	Purpose	The purpose of the MouseMover project is to develop a user-friendly, programmable device that can simulate mouse movements, helping you stay active in work :)	
	Individual Visions	<S015> Learn to model the necessary things in 3D, try 3D printing and wood manipulation and also Arduino, and create something of my own.	
		<S023> Learn to model the necessary things in 3D, try 3D printing and wood manipulation and also Arduino, and create something of my own.	
	Team Vision	To create an innovative and reliable product that will boost the effectiveness of remote working.	
	Team Mission	Design and develop a user-friendly, efficient, and affordable mouse movement simulator.	
	Strategy	1. Become familiar with existing solutions on the market to understand their strengths and weaknesses. 2. Ensure that the design is efficient, feasible and optimized for performance. 3. Identify and procure all necessary components that are compatible with the design. 4. Assemble a working prototype based on the designed schematics. 5. Perform testing. 6. Identify and correct any problems or inefficiencies found during testing.	
	End Customer	Remote workers, students, and professionals who use online platforms for communication.	
	Expected Effort	1h / member / week	

	Goals and Expectations	Successful development of a fully functional prototype. Positive feedback from initial user testing. All necessary information documented and illustrated in diagrams	
	Solution Description	A device capable of simulating mouse movements like a human, and thus maintaining the state of availability on an application such as Teams.	
	Project Roadmaps	• W07 - initial project topic discussion, exploring similar solutions • W08 - analysis of existing solutions, identification of necessary components, writing business scenario and analysis of requirements • W09 - circuit design and implementation • W10 - creating first versions of the box, designing the box, implementing the code in Arduino • W11 - development of EA models, writing documentation • W12 - prototype finalization	
	Reached Results	Fully functional prototype, project documentation, diagrams in EA	
	Experiences	Tried working with Arduino, designed the box and then made it by our hands from wood, very good feeling to make something of your own.	
	Positive experiences	We managed to implement a project from the business layer, where we analyzed the problem and designed the requirements, and then created a functional tool.	
	Potential for improvements	The box could have a better shape, better colouring. Other movements could be included in the code to simulate more human movement.	