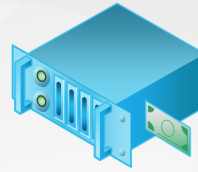


# Work Breakdown Structure (WBS) for Runi Project



## Project Planning

1.1. Define Requirements

1.2. Allocate Resources

## UI Development

2.1. Designing Standardised UI

2.2. Implement New UI

## Driver & Software porting

3.1. Port Supercollider Engine

3.2. Port Lua Interpreter

3.3. Develop Sound Driver

3.4. Unit Testing

## Case Design and 3D printing

4.1. Design Case

4.2. 3D Printing Prototypes

4.3. 3D Printing Final Case

## Product Assembly

5.1 Set up an effective communication platform

5.2 Plan regular meetings

5.3 Gather feedback from community members

5.4 Document and share collaboration outcomes

## Testing & QA

6.1. Community Integration Testing

6.2. Hardware Testing

6.3. User Acceptance Testing

6.4. Performance Testing

## Project Closure

8.1 Final Project Review

8.2 Lessons Learned Documentation

8.3 Formal Project Closure Report