

Haptic Glove Development Project

The Two Stooges

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The Team

- ⦿ Levi – Scrum Coach, Technical Leader
- ⦿ Riley – Technical Leader, Technical Product Owner

Team Values

- ⦿ Openness – Everyone can create new innovative ideas, and we strive to give all team members and developers a voice.
- ⦿ Quality – We look forward to making quality projects that our customers enjoy and projects that go beyond initial ideas and requirements.
- ⦿ Respect – All members will respect the ideas and beliefs of the team and vow to uphold strong ethical practices concerning the customer and fellow team members.
- ⦿ Drive – It is in our best interest and the customer's interests to work diligently on the project and promptly produce deliverables intact.

What's the Project?

- ⦿ Our Goal is to create a hand-based input device to communicate over a distance, interacting with a computer-based system
- ⦿ Such as VR or Robotics



Project Objectives

- ⦿ Research and develop a haptic glove to read hand motor input and converts them into computer input
- ⦿ Connect the glove into a Sandbox simulation created in a game engine to demonstrate the usage of the haptic glove.

Risks

- ⦿ Time- Both on our senior years, with jobs on top of it
- ⦿ Money- Since this project will be a physical piece of hardware we will need to buy actual parts
- ⦿ Inexperience- We are heavily inexperienced in hardware and so research will be a main part throughout the project.

What's Next?

- ⦿ Our Sprint 1 will be primarily research based with questions such as:
- ⦿ What hand movements are needed
- ⦿ What parts

Questions?