Capstone Timeline

- **Project Tooling Configuration** - Oct 15, 2022
  - Setup Trello/Jira to manage task tracking
  - Create 1mo sprints for line of sight on tasks and to make reporting at the end of capstone easier.
    - [See here for summary of Scrum Sprints](#)
- **Project plan** - Oct 31, 2022
  - Build out documentation around project as required for Capstone
- **Data collection** - Nov 15, 2022
  - Begin collecting of images of cannabis product packages
  - Initial data set should be of Flower products
    - Can be extended to other product types if data availability is there
    - Primarily Flower products (and flower derivatives: ie: Pre-Roll) will be the only ones with consistently changing product attributes. Edibles, capsules, oils etc. will be lab manufactured and consistent from batch to batch
    - Want minimum of 1000 images to begin training the model
- **Begin Building ML model** - Dec 15, 2022
  - Use Git repo for project source control
  - Use Tensorflow platform and Python language
- **Milestone 1** - MVP 1 - Dec 24, 2022
- **Data validation, retraining, modifications** - Jan 1, 2023
  - Take findings from initial build, refine and retrain
  - Ongoing process but should have a first iteration of this complete by this date
- **Feedback loop for user validation** - Jan 15, 2023
  - Allow for human validation to further train the model and gain accuracy
- **Deploy model to AWS SageMaker** - Jan 31, 2023
  - Get the trained ML model into the AWS framework
  - All sorts of how-to docs on this, [here](#), [here](#) and [here](#), and more.
- **API to upload image and return results from ML** - Feb 28, 2023
  - BudSense team to help build out API to interface with ML model in Sagemaker

- **Web app for capturing images / user validation** - Mar 30, 2023
  - BudSense team to help build out Angular web app to capture/upload photo and provide real-time validation
  - End results would be pushed into BudSense product database
- **MVP 2 - Final Product & Presentation** - April 1, 2023
- **Future State - Gamification** - TBD
  - Gamification in web app to encourage Budtenders to import new product information
  - Additional rewards if the item is new to the system, less if the incoming data has already been captured