

Thread/Matter project

Dec 15, 2023

<http://>

Project manager

Project dates

Sep 14, 2023 - May 3, 2024

Completion

0%

Tasks

13

Resources

1

Breakout game with gyroscope controller using Thread/Matter

Tasks

2

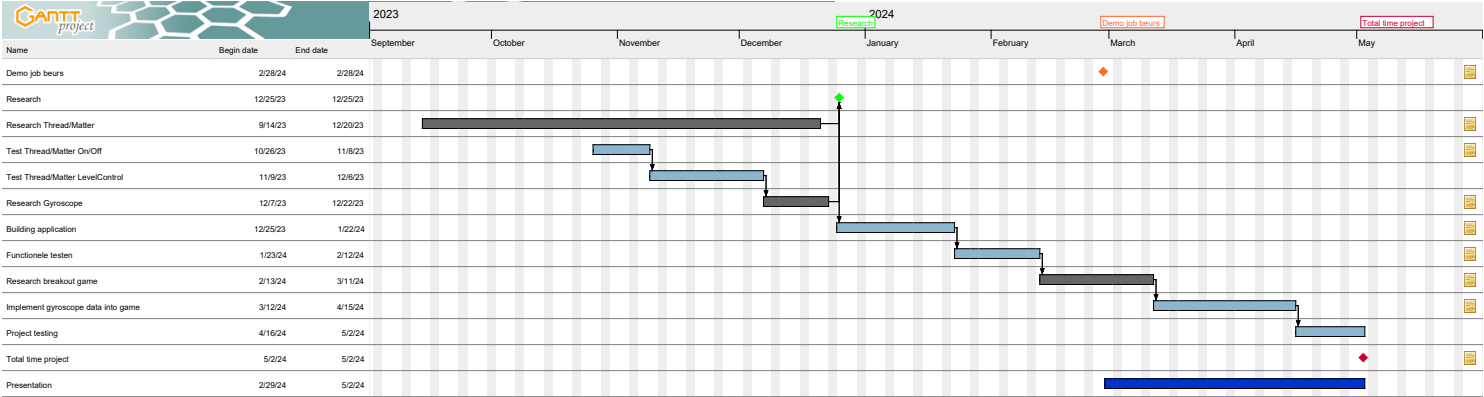
Name	Begin date	End date
Demo job beurs <i>Hoeft de game niet te zijn, kan gewoon data zijn die we kunnen uitlezen. Gewoon een demo om een voorbeeld te geven.</i>	2/28/24	2/28/24
Research	12/25/23	12/25/23
Research Thread/Matter <i>Research Matter protocol. Getting first the knowledge of the protocol to get started, after that dive deeper into it during the project.</i>	9/14/23	12/20/23
Test Thread/Matter On/Off <i>* Test On/Off - OK</i>	10/26/23	11/8/23
Test Thread/Matter LevelControl	11/9/23	12/6/23
Research Gyroscope <i>Research wich registers i need and test it.</i>	12/7/23	12/22/23
Building application <i>using the levelcontrol test and the gyroscope research and combine it</i>	12/25/23	1/22/24
Functionele testen <i>Testing how the data can be captured in the CHIP Tool.</i>	1/23/24	2/12/24
Research breakout game <i>Search for a breakout game and analyse the code so we can use the input to control it with the gyroscope.</i>	2/13/24	3/11/24
Implement gyroscope data into game <i>Changing the code of the game so we can use this with the gyroscope.</i>	3/12/24	4/15/24
Project testing	4/16/24	5/2/24
Total time project <i>Totale project</i>	5/2/24	5/2/24
Presentation	2/29/24	5/2/24

Resources

3

Name	Default role
Bart	undefined

Gantt Chart



Resources Chart

