Project manager

Project dates   Sep 14, 2023 - May 3, 2024

Completion   0%

Tasks   12

Resources   1

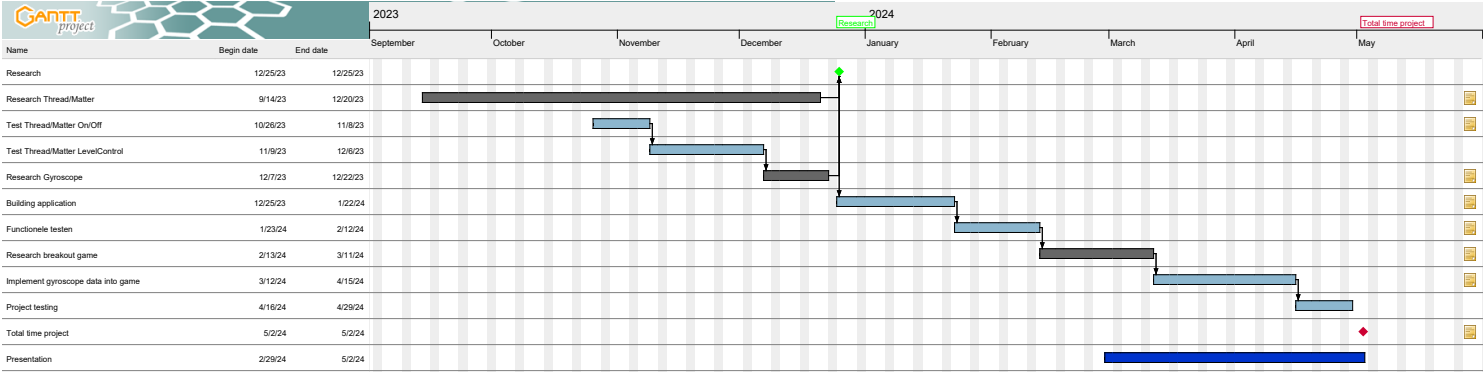
Breakout game with gyroscope controller using Thread/Matter

Tasks

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

Resources

Name	Default role
Bart	undefined

Name	Begin date	End date
Research	12/25/23	12/25/23
Research Thread/Matter	9/14/23	12/20/23
Test Thread/Matter On/Off	10/26/23	11/8/23
Test Thread/Matter LevelControl	11/9/23	12/6/23
Research Gyroscope	12/7/23	12/22/23
Building application	12/25/23	1/22/24
Functionele testen	1/23/24	2/12/24
Research breakout game	2/13/24	3/11/24
Implement gyroscope data into game	3/12/24	4/15/24
Project testing	4/16/24	4/29/24
Total time project	5/2/24	5/2/24
Presentation	2/29/24	5/2/24

Resources Chart

Name	Default role	2023				2024				
		September	October	November	December	January	February	March	April	May
Bart	undefined									
Building application										

Research

Total time project