ICT313 Natural User Interfaces

Tempest

Project Management Plan



# Title Page



**Project name:**

Neuromend

**Client/organisation:**

Shri Rai

**Supervisor:**

Fairuz Shiratuddin

**Tempest team members:**

Ary Bizar

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**Date of document:**

v1.0 - 20/08/2014

v2.0 - 12/11/2014

**Version of document:**

2.0

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# Executive Summary



The purpose of this document is to provide a project management plan for a virtual simulation project. Included in this document is a description of each of these project management areas:

* Project integration management
* Project scope management
* Project time management
* Project quality management
* Project communications management
* Project human resources management
* Project risk management
* Project cost management
* Project procurement management

These should work together to form an outline of how the project was run from start to finish, covering all project phases from initiation through planning, execution, and release.

# Introduction



The purpose of this document is to explain the entire project covering all project phases from initiation through planning, executing and final product release.

The purpose of the project is to create a virtual environment complete with three levels that will fully immerse users both mentally and physically. The ultimate aim is to design the levels in such a way that in the future it can be used with the rehabilitation of stroke patients who have lost some form of motor control. For the scope of this project, the task is to design and develop a system that supports various natural user interface devices that immerses the user. Each level will have a different simple task associated with it, including object manipulation, object avoidance, and way finding. The goal of this project was to design the system with different combinations of devices, so that it can be determined which set will be most beneficial with patients. User profiles are stored in a database, which includes progress scores from the system at each use. User confidentiality is kept by each patient having an ID number and their names not being stored. The database is accessible remotely and not restricted to the system.

The long term goal of the system is that the virtual environment should help the patients rewire their brains to hopefully regain some motor control ability by exercising the affected areas of the brain in the virtual environment. There is room for expansion of this project, for example speech therapy or other devices may be able to be incorporated at a later date.

# Project Integration Management



Project Integration Management is a very important part of any project. If the management of the project is not up kept, then risks are at hand and the project may fail. Project integration management is the coordination of the combined areas of all the elements of the project’s management components throughout the projects life cycle for successful completion of the project.

Change management is a process where if changes to the scope are desired, they must be formally introduced and approved by the team and possibly the stakeholders depending on the immensity of the change.

Team charter is necessary for the start of any project; it is a formal document created at the creation of a project that outlines the conditions of the team’s interactions and processes for completing the project. The team charter outlines the purpose of the project, background/scope, team composition, meeting schedule, team operations (how the team should interact and conduct in certain situations such as conflict etc), coding standards, software being used, and the schedule and milestones. This provides direction on the project’s objectives and management and is strictly followed and is signed by all members upon agreement before the project commences.

For management of the project, each team member\s will be responsible for one major area:

* Level designer: Ary
* OR + Kinect: Alex + Anopan
* OR + Leap Motion: Hannah
* OR + Razor Hydra: Bryan
* Mouse + keyboard: Ary

Time methodologies are used to keep track of the projects deliverables, progress, and scope. For this project we used SCRUM, which is a methodology of weekly briefings and deliverables. At the end of each week the project should be in working condition, with the next week being planned for the next step for the project.

We had a supervisor who has an unbiased way of monitoring the team and our progress on the project. We had weekly meetings with our supervisor, which coincides with our SCRUM, to discuss what we have completed, what needs to be done, and what we will be working on next. The supervisor is a good source to go to when we need to discuss anything to do with scope to keep scope creep at bay.

The progress of the project was closely monitored using SCRUM methodology; the changes made had a relatively quick turnover. The project was reassessed every week which included revising the requirements and the progress of the project, and providing preventative and corrective actions when required. Changes were brought to the team and discussed as a team to decide the best course of action.

The quality of the project was the main goal of the project; producing an accurate project based on requirements that is of high quality. Scope, time and cost are the three areas that need to be kept in check to be able to produce a high quality product.

scope

time

cost

quality

# Project Scope Management



**Project Scope**

Project goals: To design and produce a virtual simulation that consists of 3 levels which utilises different natural user interfaces. This system will eventually used to discover the best methods to help with stroke patient rehabilitation.

Project benefits: The team can add the project to their portfolio, and the client can later extend the project to aid in the rehabilitation of stroke patients.

Project deliverables:

* Requirements Documentation
* Project Management Plan
* Design Documentation
* Final Documentation
* Software

Scope statement: There will be one major deliverable for each device (3); the virtual simulation. The simulation will have 3 levels (object manipulation, object avoidance, and way finding). The simulation should work with 4 sets of devices: OR + Kinect, OR + Leap Motion, OR + Hydra Rift, mouse & keyboard. The simulation should have a menu system. Each level should keep track of the user’s time score. Each user should be able to create a profile and that profile should store certain information such as ID number, physical description, and scores. The profile information should be kept in a database that is accessible apart from the simulation. The profile will not store the users name for confidentiality reasons. Other methods of rehabilitation such as speech are not offered in the simulation at this stage, but will be able to be added at a later date if required.

**Project Scope Management**

Please refer to Appendix A.

# Project Time Management



Refer to appendix A.

This schedule is a realistic project schedule that provided a basis for monitoring the project progress for the time dimension of the project. The start date is the date the project was assigned, and the end date is the date it is due. Each major process has a time scale from when it should start to when it should be completed. The diamonds mark when things are due to be delivered for assessment. This schedule incorporates all aspects of the project, keeping tasks small and frequent.

# Project Quality Management



Ensuring the quality of the product and each of its components was an ongoing endeavour through the development phase of the project. The main objective was to ensure everything functions as intended with written specifications being implemented to the highest degree possible.

As the code base is developed, each author is expected to perform the basic unit and boundary and integration tests to identify where possible and resolve any errors - discrepancy in computed and actual values, faults - incorrect steps or processes or failures – unable to perform services as in written performance specifications, before integrating it with the system to confirm that the component/s work individually and when collaborating with each other where applicable.

When the system was being integrated at the end of each phase, system testing was conducted in which the system was put through a series of verification and validation tests to ensure that all functional and non-functional requirements were being satisfied. The aim of this was to not only ensure that the system met specifications and intended purpose, but also raise the questions of whether or not we were building the right product and if it’s being built correctly.

Hence the integrity or success of the complete system was measured where applicable ranging from system outputs, the ease to which end product maintenance can be carried out where needed, which is also a measure of how modular the code structure is, the ability to perform the service on par with the standards of the client’s expectations, how appealing the features are to outside users and how well it performs under normal conditions over an extended period of time.

# Project Communications Management



**Introduction**

The purpose of this section is to specify content, use and frequency of use of the selected communication methods for information distribution between team members and stakeholders.

**Persons responsible for producing project information**

All members of the team – Ary, Bryan, Alex, Anopan and Hannah were responsible for producing project information to stakeholders per request.

**Collection and filing structure for gathering and storing project information, including nominated storage repository and suggested version control system.**

Git-Hub was the version control software nominated by the team and supervisor to be used for storage repository and source code management.

**Distribution structure (what information is to be distributed, to whom and when)**

Information on the current scope, state, completed objectives and tasks expected to be completed were distributed to client/supervisor on a weekly basis.

**Suggested methods or technologies for distributing information**

Social media – Facebook chat and Skype was used for keeping all team members briefly posted on progress or updates to schedules or project.

In the event of any urgency that requires the presence of team members, text/phone calls were used.

Emails were the main form of communication with client and supervisor stakeholders when organizing meetings or making queries.

On campus face-to-face meetings with client/supervisor.

GitHub maintained all latest changes or revisions to the code and any documentation items that were shared amongst team members and client.

**Format, content, and level of detail of key project information**

Status, progress and forecast reports are distributed by means of verbal communication or any written documentation (i.e. Gantt charts) or functioning bare-bones product prototypes to client/supervisor to inform them of any obstacles or continuing and fulfilled objectives in the course of a week.

**Frequency of general communications, responding to communications (including the regularity for team members to check their agreed upon communication method)**

It was agreed upon that each team member should regularly check their emails, Facebook chat or Skype to keep up to date with any latest discussions.

Meetings with supervisor/client are held once per week for progress reporting or more frequently if there are any other urgent issues.

Commits to GitHub were done whenever there is an approved change to documentation items or updates to code. Each team member was accountable for informing others about any of their latest pushes to the repository so others can retrieve and merge with the most recent.

**Tone of communications**

Emails to and on campus meetings with supervisor/client were straight to point and formal.

Social media discussions with other team members were relaxed and informal.

**Method for updating the communications management plan**

Any updates to the communications plan were first approved by all members of the team and including stakeholders whom it may concern.

**Escalation procedures**

In the event of an emergency or conflict amongst team members, the project is always valued as the highest priority and should come first. However majority vote will determine the resolution of conflicting ideas for example.

If there are any immediate problems or grey areas just regarding the project requirements or deliverables, the client/supervisor will be contacted as soon as possible via email with the problem statement.

**Stakeholder communications analysis**

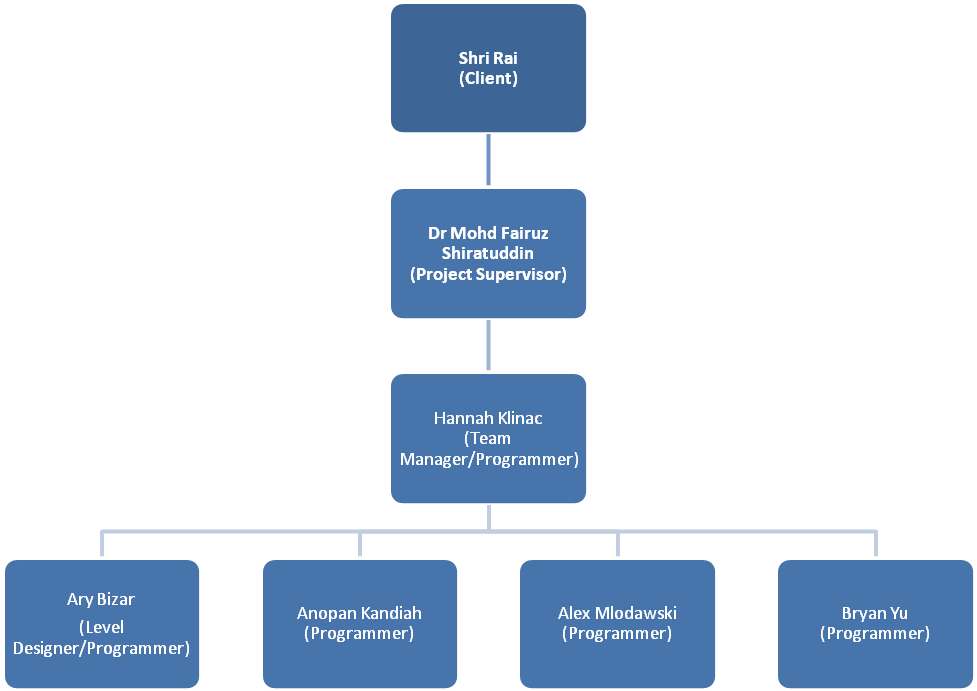
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Stakeholders** | **Document Name** | **Document Format** | **Contact Person** | **Due Date** |
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|  |  |  |  |  |
| **Comments:** | | | | |

# Project Human Resource Management



Project Human Resource Management is used in making the most effective use of the people involved with the project. This is needed because people determine the success and failure of projects, so the key in any project is managing the people involved. This section will discuss who is involved in the project, project roles and responsibilities, and team plans and procedures to develop team camaraderie and resolving any conflicts that may occur within the team.

**Organisational chart**



**Project roles and responsibilities**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Client** | **Supervisor** | **Team Manager** | **Programmer** | **Level Designer** |
| Requirements and analysis by 22/08/14 | C | I | R | R | R |
| Project management plan by 22/08/14 | - | I | R | R | R |
| Design document by 05/09/14 | - | I | R | R | R |
| Final project submission document by 17/10/14 | - | I | R | R | R |
| Initial device setup and testing. By 19/08/14 | - | I | R | R | R |
| Devices working in combination. By 02/09/14 | - | I | R | R | - |
| Develop level prototypes by 09/09/14 | - | I | A | - | R |
| Game world prototype working with devices by 02/09/14 | - | I | A | R | R |
| Develop level prototype for object interaction by 09/09/14 | - | I | A | - | R |
| Develop level prototype for object avoidance by 16/09/14 | - | I | A | - | R |
| Develop level prototype for way finding by 23/09/14 | - | I | A | - | R |
| Level tasks functioning with devices by 23/09/14 | - | I | A | R | R |
| Menu setup by 30/09/14 | - | I | A | R | R |
| Profile system by 30/09/14 | - | I | A | R | - |
| Networked database by 07/10/14 | - | I | A | R | - |
| Prototype 14/10/14 | - | I | A | R | R |
| Full Release by 17/10/14 | I | I | A | A | A |
| Presentation 28/10/14 | I | I | R | R | R |
| Oversee the project to ensure it is completed on schedule | I | R | A | A | A |

Where possible team members remained together in the same physical location, or maintained communication via email, Skype, Facebook, or phone while working on the project. Regular weekly team meetings were held to ensure the project does not fall behind at any time; this is the weekly SCRUM meeting involving the supervisor. These meetings as well as occasionally having lunch, drinks, and participating in other non-project related activities together, will hopefully helped strengthen the team and ultimately lead to a successful outcome for the project.

Concerning conflicts, whatever was deemed to be best for the project came first, but if conflict still ensued then majority vote won. Care for all team members’ wellbeing was put ahead of any project task.

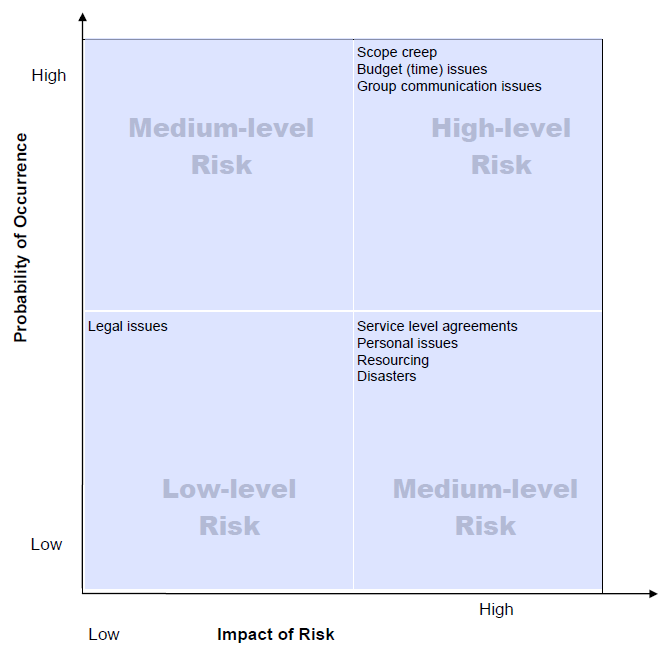
Ultimately any conflict will be brought to the supervisor and/or unit coordinator.

# Project Risk Management



A risk is the exposing of someone or something to danger. More specifically, project risk is an uncertainty that can have a negative or positive affect on meeting project objectives. The goal of project risk management is to minimize negative risks while maximising potential positive risks, which is done by identifying, analysing, and responding to risk throughout the life of the project. The decisions made should always be in the best interests of meeting project objectives.

The following probability/impact matrix allows the visual measure of potential risks. The probability that a risk will occur is represented on the vertical axis, while the impact of the risk if it should occur is on the horizontal axis. This matrix shows which risks require the most attention:



1. Scope creep: when the original goals have expanded while in progress.
   1. Response: reanalyse main goals and refine scope.
   2. Person responsible for response: everyone.
2. Budget (time) issues: not being able to complete the project on time.
   1. Response: reanalyse what can be finished and work towards a stable solution that may miss some requirements.
   2. Person responsible for response: everyone.
3. Group communication issues: team members not checking group chat, missing emails, or not being informed.
   1. Response: analyse the problem and what communication methods can be changed to suit.
   2. Person responsible for response: group.
4. Legal issues: possible with profile data.
   1. Response: amend to not cause legal issues.
   2. Person responsible for response: everyone.
5. Service level agreements: discrepancies or expectation difference on what has been agreed upon between stakeholders and the team without negotiation.
   1. Response: re-negotiation.
   2. Person responsible for response: everyone.
6. Disasters: Rare but disastrous events such as source code gets destroyed, devices breaking, personal issues, anything that may jeopardise the project.
   1. Response: whatever can be done to salvage the project.
   2. Person responsible for response: everyone.
7. Personal issues amongst group/individuals: if it affects work or morale.
   1. Response: try to amend the rift, otherwise sort out a way the team member(s) do not have to interact so that the project can be least affected.
   2. Person responsible for response: members involved and supervisor.
8. Resourcing: not enough people with adequate skills for certain tasks, devices not working etc.
   1. Response: analyse what can be amended, everything else should be dropped and a reanalysis of the requirements for the project initiated.
   2. Person responsible for response: everyone.
9. Version control: merging project files on git can cause driver collisions because the several different devices do not always communicate with one another.
   1. Response: If they cannot all be installed and used on the same computer device without compromising the system, the set of devices that each person is in charge of should have priority on their computer.
   2. Person responsible for response: each team member is responsible for their own machine.
10. Hardware: by installing the device drivers we open up risk possibilities of compromising our own computer devices to errors and unresponsive situations.
    1. Response: As the devices being used are still in development they are not perfect and are prone to bugs and errors. This is a risk with the hardware which correlates to software issues and can be fixed by uninstalling the collisions and re-installing only what is necessary for each person.
    2. Person responsible for response: each team member is responsible for their own machine.
11. User: users may experience motion sickness when using the Oculus Rift causing them to fall over and injure themselves.
    1. Response: re-adjust the OR, sit the patient down, or use a different set of devices.
    2. Person responsible for response: the user’s carer.
12. User: stress/anxiety.
    1. Response: take a break from the system, only use in short sessions, or discontinue use.
    2. Person responsible for response: the user’s carer.

# Project Cost Management



Project Cost Management is estimations and calculations used to ensure the project is completed within the approved budget. Project costs differ from project to project, and are resources that are able to be measured and possibly sacrificed to achieve a specific objective. This section will discuss the resources involved with the project, and the budget (costs).

**Resources**

The resources required to do this project included two categories; the devices and the software.

The Devices:

* Oculus Rift
* Leap Motion
* Razer Hydra
* Kinect
* The software:
* Unity PRO

The unity pro software was required to be bought by Murdoch University for this project so that the requirements could be met. The main reason was that the Oculus Rift does not work without being integrated into Unity PRO. Standard Unity does not support the Oculus Rift.

All of the devices have been supplied by the university, supervisor and client for use in this project.

**Budget**

The budget for this project was primarily time. There was a set due date for the completion of this project, and certain requirements have to be met for the final product. The progress of the project was closely monitored using SCRUM methodology, which meant every week the time required to finish the project was reassessed keeping the cost kept in check. Team members and stakeholders both had to seek authorization to make changes to the project that affects costs.

# Project Procurement Management



Project procurement refers to the acquisition of goods or services from an external source. At the outset, procurement management activities usually include defining what goods or services the organisation could itself provide and which on the other hand require finding and contacting sellers that can provide the goods or service at some cost.

The hardware required for the project was supplied by the client/supervisor and which included the Oculus Rift head mounted display and other motion sensing devices including Microsoft Kinect, Leap Motion and Razor Hydra. Mouse and keyboard are also a part of the hardware requirements but as development is via PC, those resources are adequate.

Software development kits for the head mounted display and motion sensing devices were also a core requirement for building and developing the product. The SDKs were also supplied by the client/supervisor together with the devices.

Unity is a cross-platform game engine and integrated development environment that was installed from the official website and used to run the demos provided with the SDKs and thus commence development of the main product. However, Unity’s pro license subscription was a necessity for the devices to execute properly with the engine. The pro-license was acquired from the client/supervisor.

The version control tool used throughout the lifetime of the project was the web-based hosting service Git-Hub which provided open source project management tools for code development.

The client/supervisor was in charge of assessing the availability of any requisite hardware and software fundamental to implementation of the project requirements.

Obtaining the required hardware components and each of the SDKs was via the client/supervisor in which was expected to supply at minimum one of each device. Requests for Unity Pro license, group or individual was done similarly and approval was requested from the client/supervisor for the acquisition and monthly funding of the pro licenses.

In the event that procurement of Unity Pro licenses may take several weeks, each team member will register for the one month trial of Unity Pro until the resource is acquired.

GitHub is attainable by creating an account from the official website and setting up repositories for team members to commit and update.

# Conclusion



The purpose of this document was to provide a project management plan for a virtual simulation project. This Project Management Plan is an outline of how the project was run from start to finish, covering all project phases from initiation through planning, execution, and release.

Different areas of project management have been discussed, including project integration, scope, time, quality, communications, human resources, risk, cost, and procurement management. These areas have covered the different management strategies implemented for this virtual simulation project, with the goal of providing a solid framework to reference that helped in the production of a successful project result.

# Appendices



Appendix A: Deliverable Task Breakdown Statement/Work Breakdown Structure and Schedule

Appendix B: Project/Team charter

Appendix C: Agenda and minutes of all supervisor/client meetings

Appendix A:



Appendix B: Project/Team charter

ICT313 Project: Natural User Interfaces

Team Charter V1.0

|  |  |  |  |
| --- | --- | --- | --- |
| Date Modified | Author | Version | Details |
| 2013-03-01 | H.K | 1.0 | Document creation |
|  |  |  |  |

# Purpose

This team’s purpose is to work together to produce an interactive 3D virtual environment using natural user interfaces. This is to investigate the effectiveness of the user interfaces in these environments.

# Background/Scope

* To develop team working skills.
* To produce a realistic virtual environment.
* To create an interactive simulation.
* Acquire presentation skills.
* Enhance coding skills.
* Learning to use Oculus Rift, Kinect, Leap Motion and Hydra Motion.
* To satisfy the clients requirements.
* To produce a functional end product that meets requirements.
* Budget: 11 weeks

# Team Composition

|  |  |  |
| --- | --- | --- |
| Team Member | Email | Mobile |
| Ary Bizar | [arachniblade@hotmail.com](mailto:arachniblade@hotmail.com) | 0424669553 |
| Anopan Kandiah | [Anopan\_18@hotmail.com](mailto:Anopan_18@hotmail.com) | 0437493242 |
| Hannah Klinac | [hfklinac@hotmail.com](mailto:hfklinac@hotmail.com) | 0450004052 |
| Alex Mlodawski | [Tanza.lince@gmail.com](mailto:Tanza.lince@gmail.com) | 0498335578 |
| Bryan Yu | [Bryan-500088@hotmail.com](mailto:Bryan-500088@hotmail.com) | 0411032272 |

# Meetings

Wednesdays after the ICT313 lectures are the main meeting sessions. 1pm weekly meetings with Fairuz, the project supervisor. Tasks are given to team members to be completed by the next meeting and/or a different date based on the task schedule. Meetings are usually held in IT meeting room.

Contacts are primarily through Facebook group conversation. In case of immediate contact text/phone calls are used.

Any additional meetings are made based on the discussion of the team by looking at availability of the team members.

Additional meetings will be made generally prior to lecture/meeting sessions in order to prepare for submission/presentation or after the lecture/meeting sessions to prepare for the next submission/presentation.

# Team Operations

All decisions are made through team discussion.

If a team member is absent from a meeting task will still be delegated to the missing member and the missing member will be notified by email/FB immediately. Team member will be able to appeal the delegation but the whole team will ultimately decide.

It is each team member’s own responsibility to check email, FB group, and FB chat to keep up to date with discussions and to be notified of changes.

Inability to attend a meeting or complete task(s) should be relayed to the rest of the team as soon as possible. The work will then be delegated among the rest of the team.

Tasks delegation will be divided equally to team members based on group consensus. If team members believe that the task is greater in scope than the initial scope then it can be brought before the team and discussed further.

If a member or task is experiencing scope creep, it is the rest of the team member’s duty to bring the scope back down. No team member should be spending time doing tasks that are not vital to the project.

If any conflict occurs, whatever is best for the project should come first, but if conflict still ensues then majority vote wins. Care for all team members’ wellbeing is to be put ahead of any project task.

Ultimately any conflict will be brought to the supervisor and/or unit coordinator.

Where possible, Wednesday’s meeting session should be used for code review before committing any changes to SVN. Results of testing should be detailed and/or provided.

Fridays will be code check day.

Team operation follows the scrum methodology. Based on our meeting schedule, tasks are delegated during Wednesday meetings to be completed by team members by the following Wednesday with the rest of the week being used to discuss problems with the weeks work and propose/work through solutions.

# Coding Standards

* Classes and functions are camelback style with capital letter on the first word.
* All identifiers (variables, class members) begin with a lower case letter on the first word followed by capital letters on subsequent words.
* Open curly brackets on the next line
* No returns from void functions
* Curly brackets around all conditional statements
* Comments whenever necessary
* Provide standard error output whenever necessary
* Doxygen with Doxywizard
* <Testing>
* Const correctness – All variables/methods/objects that do not need to be modified should be declared const.
* Before changing someone else's code the module owner should be consulted and the changes should be discussed for their merits.
* Private > Protected/public

# Software

* Unity
* SDK
* 3DS
* Fraps
* Doxywizard
* StarUML
* Github

# Acquisition Milestones and Schedules

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Week | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday | Sunday |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  | Project assigned |  |  |  |
| 3 |  |  | Meeting 1 |  |  |  |  |
| 4 | Receiving assets/devices |  | Meeting2 |  |  |  |  |
| 5 |  |  | Meeting 3 |  | Requirements due Project Management due |  |  |
| 6 |  |  | Meeting 4 |  |  |  |  |
| 7 |  |  | Meeting 5 |  | Design document due  Self/peer evaluation due |  |  |
| 8 |  |  | Meeting 6 |  |  |  |  |
| 9 |  |  | Meeting 7 |  |  |  |  |
| 10 |  |  | Meeting 8 |  |  |  |  |
| 11 |  |  | Meeting 9 |  |  |  |  |
| 12 |  |  | Meeting 10 |  |  |  |  |
| 13 |  |  | Meeting 11 |  | Final documentation due  Software due  Self/peer evaluation due |  |  |
| 14 |  |  | Meeting 12 |  | Supervisor assessment  Client assessment |  |  |
| 15 |  | Presentation |  |  |  |  |  |
| 16 | Exams.. |  |  |  |  |  |  |
| 17 | Exams.. |  |  |  |  |  |  |

# Signatures

Typing your name and student number in this box signifies that you accept this document and its contents as correct as of the date of signing.

|  |  |  |
| --- | --- | --- |
| Team Member | Sign | Date |
| Ary Bizar | Aryanza Bizar 31101107 | 6/08/2014 |
| Anopan Kandiah | Anopan Kandiah-31593581 | 6/08/2014 |
| Hannah Klinac | Hannah Klinac 31250084 | 6/08/2014 |
| Alex Mlodawski | Alex Mlodawski 31865546 | 6/08/2014 |
| Bryan Yu | Bryan Yu 31011169 | 6/08/2014 |

Appendix C: Agenda and minutes of all supervisor/client meetings  
Note: our supervisor is the person giving us our requirements; this is why they are listed as supervisor/client meetings in one.

Week 3, Wednesday 06/08/2014  
Author: H.K.

**Supervisor Meeting 1**

**Minutes**

* Agreed to a weekly meeting with all available group members and Fairuz on Wednesdays at 1pm in the IT Meeting Room.

**Tasks for this week**

* Setup Github (Alex)
* Discuss and allocate responsibilities (refer to devices)
* Arrange a meeting during week 4 with all available group members, Shri and Fairuz.
* Book the IT Meeting Room with Rosie for weekly meetings (Wednesdays 1pm).
* Setup a close Facebook group and invite all members and Fairuz to it (Hannah)
* Discuss and decide on a team name.
* Send Fairuz the assessment schedule for ICT313 (Hannah)
* Download a copy of Unity 4.5.x (or the latest version)
* Fairuz to organise a Pro license for Unity.
* Alex+ to meet with Fairuz on Monday 10am to get a copy of the assets and devices.

**Project discussion**

4 devices being used:

* Oculus Rift
* Kinect (Windows)
* Leap Motion
* Razor Hydra
* (Mouse + Keyboard)

Combinations of devices:

1. Oculus Rift + Kinect
2. Oculus Rift + Leap Motion
3. Oculus Rift + Razor Hydra
4. Mouse and Keyboard

Roles:

* 1 level designer
  + Art assets
  + 3 different levels (1 task for each)
    - Object manipulation (solving puzzles, moving boxes)
    - Object avoidance (jumping things)
    - Way finding
* 4 programmers
  + Each assumes “caretaker” position over 1 combination of devices

Week 4, Wednesday 13/08/2014  
Author: H.K.

**Supervisor Meeting 2**

**Minutes**

* Team name decided: Tempest

**Completed tasks**

* Setup Github (Alex)
* Discuss and allocate responsibilities (refer to devices)
  + Kinect + OR = Alex
  + Mouse + Keyboard = Anopan
  + Leap + OR = Hannah
  + Hydra + OR = Bryan
* Arrange a meeting during week 4 with all available group members, Shri and Fairuz.
  + Arranged for Thursday 14/08/14 at 10.30am
* Book the IT Meeting Room with Rosie for weekly meetings (Wednesdays 1pm).
  + Booked from 1pm-3pm every Wednesday
* Setup a close Facebook group and invite all members and Fairuz to it (Hannah)
* Discuss and decide on a team name.
  + Tempest
* Send Fairuz the assessment schedule for ICT313 (Hannah)
* Download a copy of Unity 4.5.x (or the latest version)
* Fairuz to organise a Pro license for Unity.
  + Using trial versions until Pro license is available
* Alex+ to meet with Fairuz on Monday 10am to get a copy of the assets and devices.

**Tasks for this week**

* Install and setup devices on each team member’s laptops.
* Organise files and folders on GitHub.
* Start working on level design.

**Project discussion**

\*Diagram of game design on board and discussed.

\*Storyboard given to group and discussed.

* Training:
  + Live training or video (decide)
* Level :
  + OT -> task complete (up timer)
* Game automatically moves forward
* We decide what each level involves.
* WF:
  + Maze-like
* Decide if each level will incorporate the last level, or have each level separate with a final level that incorporates all 3. Etc.
* Make the game **FUN**, as it is part of a tedious rehab process.
* Decide if there should be 1 software solution or 4 (one for each device combination).