ICT313 Project: Natural User Interfaces

Team Charter V1.0

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# 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 elses 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.

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| --- | --- | --- |
| 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 |