

Anatae Academy (specially abled software for the deaf)

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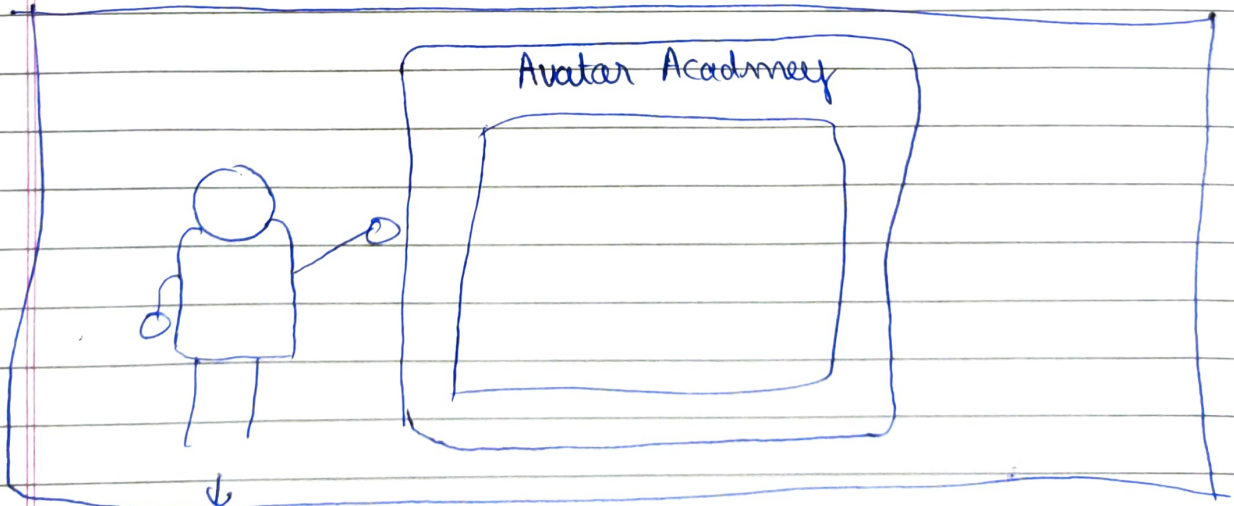
★ B Task

- Functional Block Diagram
- Hardware and Software Requirement
- Cost of Development and deployment

Problem Statement

★ You are Appointed as Chief Architect designer in XYZ Company as a requirement you have to design a System based on CG for Specially abled person for education.

★ Education Platform (3D enabled)
for Deaf people (AR VR enabled)



Avatar
Communicating
in Sign language (Along With Video Subtitles)

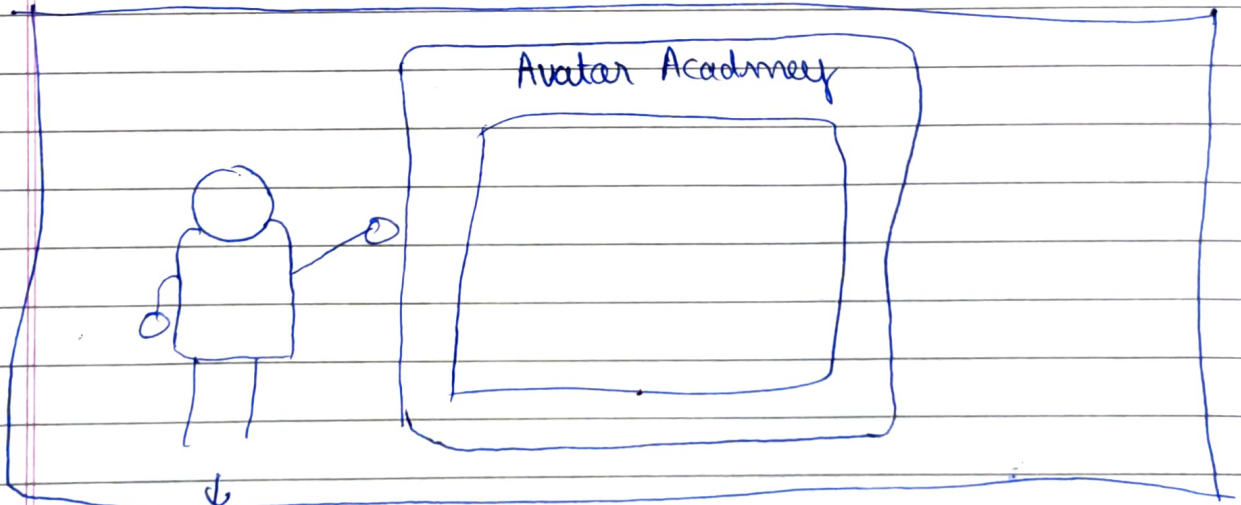
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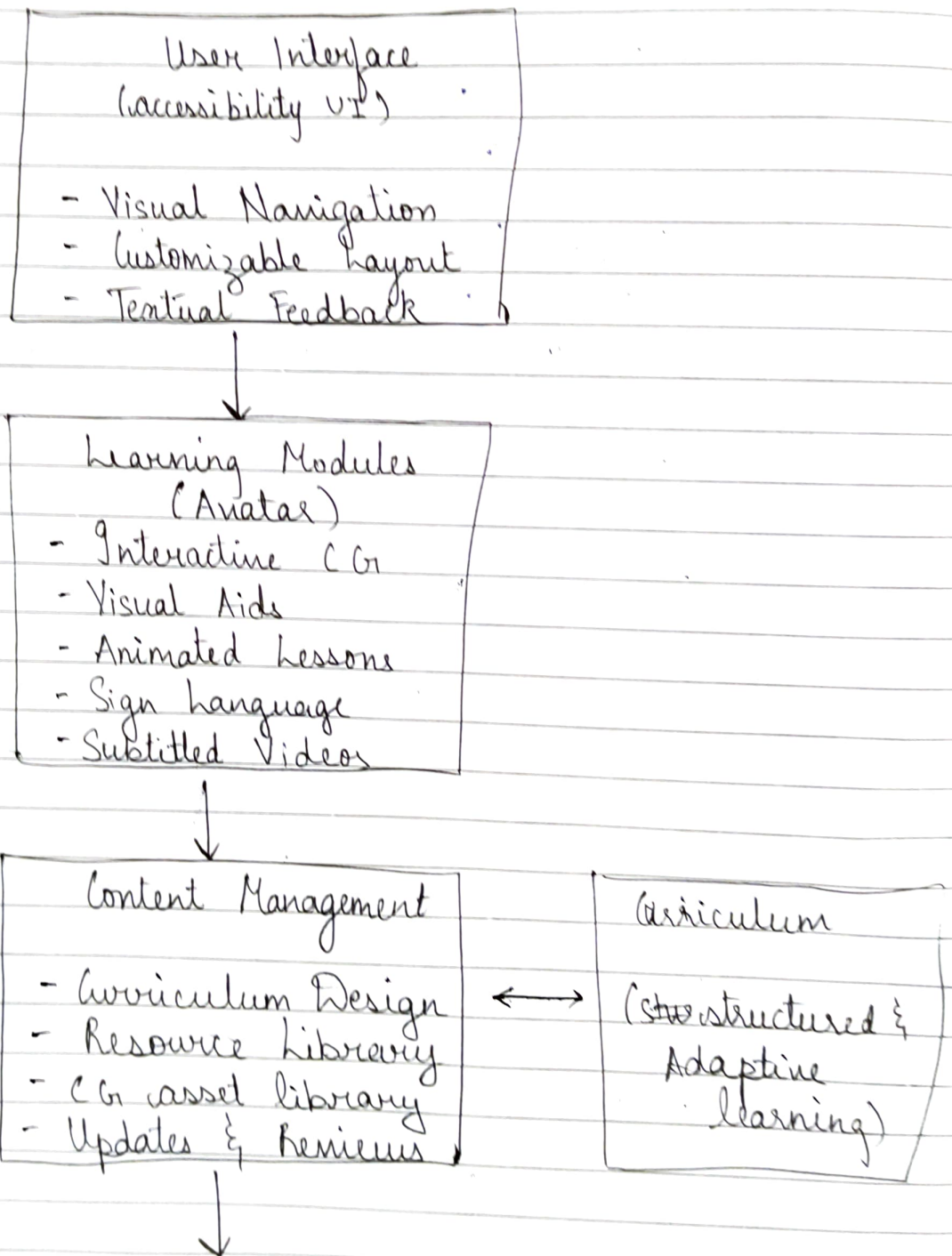
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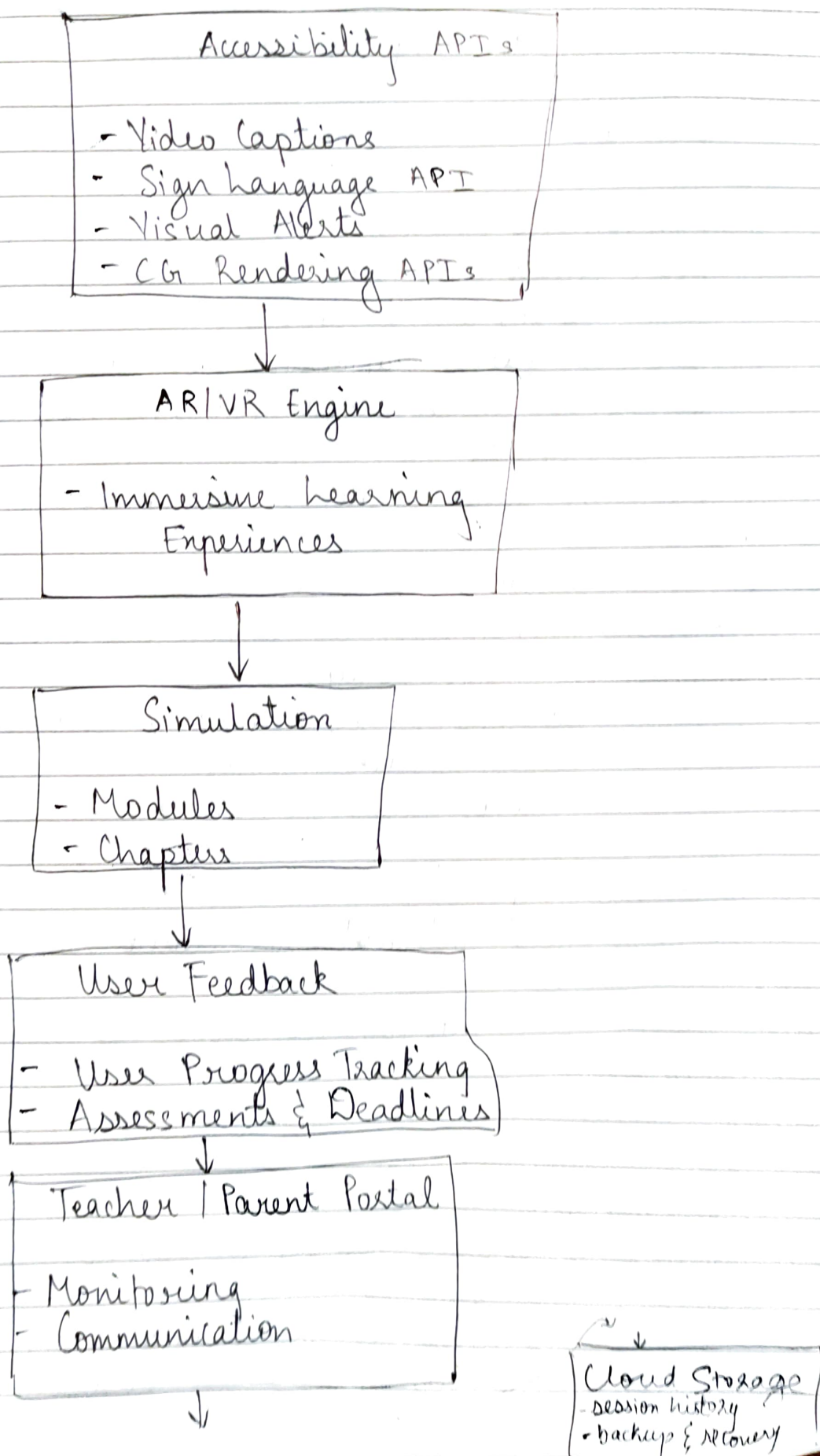
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★ Functional block diagram:





H & S req for development

Hardware

1. Development Workstations:

- CPU: Quad-core processor (Intel i5/Ryzen 5 or higher)
- RAM: 32 GB minimum.
- GPU: Dedicated graphics card (NVIDIA GTX 100)
- Storage: SSD with atleast 512 GB for fast read/write speeds
- monitor: dual monitors recommended for multitasking

2. Testing Devices:

- Tablets: iOS & android devices for mobile compatibility.
- PCs: various configurations to test different user environments.
- VR/AR: Oculus quest or HTC Vive.

3. Networking:

- High Speed Internet for cloud services and updates.
- local network for internal colab.

Software

1. Development Tools:

- Game engine: Unity or Unreal Engine.
- IDE: Vs code or JetBrains Rider for C# (Unity) or C++ (Unreal).

- Graphics Software :
 - Blender or Autodesk Maya for 3D modelling and animations.
 - Adobe Creative Suite (photoshop, illustrator) for 2D assets.
- 2. Accessibility Tools :
 - Screen Reader Software: NVDA, JAWS.
 - Sign Language APIs :
- 3. Database Management :
 - Database: PostgreSQL or MongoDB for user data management.
 - Cloud Services: AWS, Azure, Google Cloud.
- 4. Version Control :
 - GIT: Github or Gitlab for source code management & collaboration.
- 5. Analytics Tools: Google Analytics.
- 6. • Automation Tools: Selenium or Appium for testing both web & mobile applications.
- Bug Tracking: JIRA or Trello.

4. Security :

- firewalls
- SSL certificates (for HTTPS)
- Anti Virus.

5. Cloud Services :

- AWS, Azure, Google Cloud.
- CDN : Cloudflare or AWS CloudFront.

6. Monitoring & Maintenance :

- prometheus or new relic
- ELK stack for log management

7. Accessibility features :

- compliance with WCAG.
- tools for testing.

Development CostSoftware Tools Cost :

1. AR/VR software ^{licence} - \$1,800/yearly.
(Unity, Unreal Engine)
2. Software Development Tools - Free.
(VS-code)

Hardware Cost:

1. High-End PC. - \$1500 - \$4000 / ~~each~~ PC.
2. V.R. Headset - \$300 - \$800 / Headset.

Total cost:

$$= (1500 \times 3) + (1000 \times 3)$$

$$= \$6000 \text{ for Team of 3.}$$

Research And Development:

1. Research - \$5,000 (Reproduction Research)
2. Code development & Integration - \$10,000.
3. Testing & Maintenance - \$8,000.

Total Costing: - \$30,800

Date: / /

Deployment Cost :

(AWS) - cloud services	\$40 - \$400/monthly
(<u>Playstore or App store</u>)	\$25/monthly

Total cost for Deployment :- \$175/monthly