SOFTWARE PROJECT MANAGEMENT DOCUMENT

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| **STUDENT INFORMATION** | | |
| Name | |  |
| Matriculation No | |  |
| Section Number | |  |
| Group Name | |  |
|  | | |
| **PHASE I: INITIATON** | | |
| 1 | Project Charter | |
| 1.1 Project Name | V.I.X.E.V.I.A. (Virtual Interactive and Xpressive Entertainment Visual Idol Avatar) |
| 1.2 Description | An AI-powered Virtual YouTuber (Vtuber) utilizing Google's Gemini language model to create engaging, personalized, and context-aware interactions. |
| 1.3 Objectives | * To make Waifu real with AI based * To move on after breakup   To create a captivating and lifelike virtual personality that can engage with users through natural conversations, visual interactions, and multimedia experiences. |
| 1.4 Date / Time | 1st of October 2024 Until 1st February 2024/ 6 Months  Hendianto Mohammad Farid Hendianto |
| 1.5 Project Manager | Hendianto Mohammad Farid |
| 1.6 Deliverables | * A desktop application (Executable on multiplatform) * User Manual (pdf) * Live2D models (*default –* inside on applications)   LLM Models (*default –* inside on applications) |
| 1.7 Organization Structure |  |
| 1.8 Risk / Limitation | - |
| 1.9 Cost | - |
| 2 | Stakeholder | V.I.X.E.V.I.A. (Virtual Interactive and Xpressive Entertainment Visual Idol Avatar) |
| **PHASE II: PLANNING** | | |
| 1 | Project Management Plan | (Refer to Appendix 1) |
| 2 | Scope | **Multimodal Interaction:**  Real-time input processing from user’s camera and microphone, enabling V.I.X.E.V.I.A. to understand spoken language, facial expressions, and visual context.  Utilizing advanced text-to-speech (TTS) for responsive, expressive audio output that mirrors human intonation.  **Live2D Avatar Integration:**  V.I.X.E.V.I.A. will feature a Live2D avatar with responsive movements and expressions controlled by AI based on real-time user interaction and environmental input.  **Interface and Usability:**  Minimalistic, responsive UI designs for both desktop and mobile, supporting accessibility and ease of use across various user demographics.  **Privacy and Security:**  Ensuring secure handling of user data with policies for safe, private, and ethical interaction.  Filtering of inappropriate or offensive content and managing interaction boundaries for age-appropriate usage​ |
| 3 | WBS | (Refer to Appendix 2) |
| 4 | Schedule (Gannt Chart) | (Refer to Appendix 3) |
| 5 | Detail Cost & Budget | (Refer to Appendix 4) |
| 6 | Resource Planning |  |
| 7 | Communication Management |  |
| 8 | Risk Management |  |
| 9 | Procurement |  |
| 10 | Stakeholder Management |  |
| **PHASE III: EXECUTION** | | |
| 1 | Execution Process | (Refer to Appendix 5) |
| 2 | Project Team Utilization |  |
| **PHASE IV: CONTROL & MONITORING** | | |
| 1 | Change Control Activities |  |
| 2 | Progress Report | (Refer to Appendix 6) |
| **PHASE IV: CLOSING** | | |
| 1 | Project Closure Activities |  |
| 2 | Lesson Learn |  |