## Timeboxes

Note: All documentation includes evidence of testing

1. Setting up camera including initialisation of OpenCV - 6 hours
   1. Initialise OpenCV - 4 hours
      * Test it works – 3 hours 30 mins
      * Document – 30 mins
   2. Initialise Camera – 2 hours
      * Test – 1 hour 30 mins
      * Document - 30 mins
      * Dependencies: 1.1
2. Display camera – 1 hour
   1. Show camera on screen – 1 hour
      * Test - 45 mins
      * Document – 15 mins
      * Dependencies: 1.2.
3. Getting camera to recognise where the face is – 35 hours
   1. Locate the face – 16 hours
      * Dependencies: 1.2.
   2. Track the face position – 16 hours
      * Dependencies: 3.1.
   3. Testing – 2 hours
   4. Document – 1 hour
4. Getting the camera to recognise where the eyes, mouth and ears are – 26 hours
   1. Eyes - 10 hours
      * Test - 9 hours
      * Document – 1 hour
      * Dependencies: 1.2.
   2. Mouth – 8 hours
      * Test – 7 hours
      * Document – 1 hour
      * Dependencies: 1.2.
   3. Ears – 8 hours
      * Test – 7 hours
      * Document – 1 hour
      * Dependencies: 1.2.
5. Use this to calculate if a player is winking, blinking, turning their head etc – 20 hours
   1. Winking – 2 hours
      * Test – 1 hour 30 mins
      * Document – 30 mins
      * Dependencies: 4.1.
   2. Blinking – 2 hours
      * Test – 1 hour 30 mins
      * Document – 30 mins
      * Dependencies: 4.1.
   3. Turning head - 6 hours
      * Test – 5 hours
      * Document – 1 hour
      * Dependencies: 3.2.
   4. Mouth open – 10 hours
      * Test – 9 hours
      * Document – 1 hour
      * Dependencies: 4.2.

**Grand total:** 88 hours.