# Timeboxes

Note: All documentation includes evidence of testing

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

**Grand total:** 88 hours.