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| Martin Rule, Lane Cotgrove, James Bayliss |
| Motion Project |
| Planning by feature |

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| Martin Rule  7/1/2012 |

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## 1. Planning team

The planning team will be made up of all team members involved in this project  
  
Martin Rule - Project Manager/Developer  
Lane Cotgrove - Lead developer  
James Bayliss - Developer

## 2. Development sequence

This is the order in which we will implement features required for the completion of this project.

## 2.1 Domain #1 Kinect Client

ETC: Friday 10th August

**2.1.1 Collect movement data from Kinect SDK** ETC: Wednesday 1st August

**2.1.2 Transform movement data** ETC: Friday 3rd August

**2.1.3 Connect Kinect to server**  
 ETC: Monday 6th August

**2.1.4 Push information to connected servers**  
 ETC: Friday 10th August

## 2.2 Domain #2 3D client

ETC: Tuesday 4th September

**2.2.1 Display 3D environment**  
 ETC: Thursday 16th August

**2.2.2 Connect 3D client to server**  
 ETC: Tuesday 21st August

**2.2.3 Pull movement data from server**  
 ETC: Friday 24th August

**2.2.4 Reconstruct movement data**  
 ETC: Wednesday 29th August

**2.2.5 Display movement data**  
 ETC: Tuesday 4th September

## 2.3 Domain #3 Server

ETC: Tuesday 25th September

**2.3.1 Basic server infrastructure**  
 ETC: Friday 7th September

**2.3.2 Allow clients to register**  
 ETC: Wednesday 12th September

**2.3.3 Collect movement data sent from clients**  
 ETC: Monday 17th September

**2.3.4 Store movement data sent from clients**  
 ETC: Thursday 20th September

**2.3.5 Process movement data requests**  
 ETC: Tuesday 25th September

## 3. Business activity assignment

This is the list of the domains and the team members who are responsible for each

3.1 Domain #1 Kinect Client  
Assigned: Lane Cotgrove

3.2 Domain #2 3D environment  
Assigned: Lane Cotgrove

3.3 Domain #3 Server  
Assigned: Lane Cotgrove

## 4. Class assignment

Each domain has a specific set of classes, listed below are the team members responsible for each class

## 4.1 Domain #1 Kinect client

**4.1.1 Skeletal Handler**  
Assigned: Lane Cotgrove

**4.1.2 GUI**  
Assigned: Martin Rule

**4.2.3 Network Model**  
Assigned: James Bayliss

## 4.2 Domain #2 3D client

**4.2.1 Avateer Handler**  
Assigned: Lane Cotgrove

**4.2.2 3D environment**  
Assigned: Lane Cotgrove

**4.2.3 Network Model**  
Assigned: James Bayliss

## 4.3 Domain #3 Server

## 5. Self-assessment

This document was assessed by Martin Rule, Lane Cotgrove and James Bayliss on the 26th July 2012