Liquid Rescaling

10-Nov-2017

https://gitlab.cas.mcmaster.ca/shahhk2/3XA3 Team 35

Group 35

Project manager Marlee Roth

Project dates 29-Sep-2017 - 6-Dec-2017

Completion39%Tasks15Resources3

The purpose of a seam carving algorithm is to intelligently scale an image in order to prevent the deformation of important features. The algorithm finds seams within the image and removes the ones that will affect the image the least, preserving a clear image containing significant features. A seam is vertical or horizontal sequence of pixels of least significance, each of which only have one pixel per row or column (depending on the orientation of the seam).

Tasks

Name	Begin date	End date
Requirements Documents Revision 0	06/10/17	06/10/17
Proof of Concept Demo 6%*	18/10/17	18/10/17
Test Plan Revison 0	27/10/17	27/10/17
Design and Documentation Revision 0	10/11/17	10/11/17
Revision 0 Demo 6%*	15/11/17	15/11/17
Final Demo Revison 1 30%*	27/11/17	27/11/17
Peer Evals _{2%*}	27/11/17	27/11/17
Final Documentation Revision 1	06/12/17	06/12/17
Phase 1 Set up Application Foundation	29/09/17	05/10/17
Phase 2 (Tests)	06/10/17	17/10/17
Test Application Foundation - The program can take an image and save an image, test with different file ending, save with existing name, upload non-png files, upload very large files, ect		
Phase 3 Learn to implement C++ Library	06/10/17	17/10/17
Phase 4	18/10/17	31/10/17
Implement Libraries		
Phase 5 (Tests) Test C++ Libraries Implementation - Test function in the library give expected outputs. Make sure image is scaling correctly, ect.	01/11/17	03/11/17
Phase 6	06/11/17	14/11/17
Finalise Application Phase 7 (Tosts)	15/11/17	27/11/17
Phase 7 (Tests) Test Project - Make sure entire application is functioning properly, all test specified in test paln have been run successfully.	13/11/17	21/11/11

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Resources

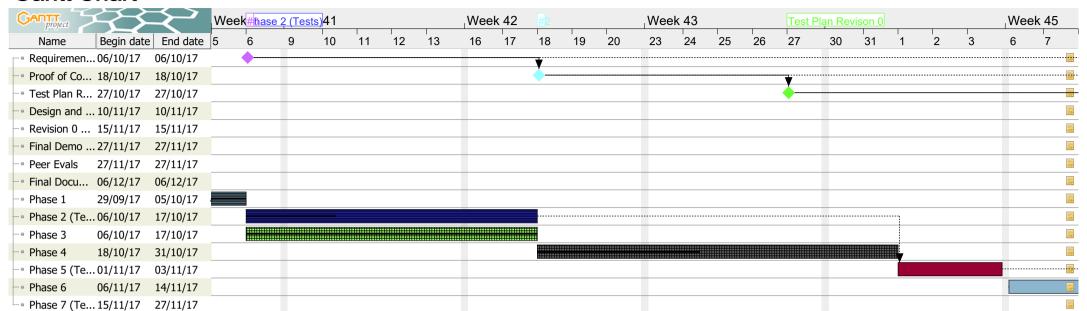
Name	Default role
Daniel Wolff	developer
Harsh Shah	doc writer
Marlee Roth	project manager

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Gantt Chart



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Resources Chart

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Name	Default role	5	6	9	10	11	12	13	16	17	18	19	20	23	24	25	26	27	30	31	1	2	3	6	7
□ □ Daniel Wolff	developer	66%	90%	90%					90%		50%			50%				83%	50%		33%			40%	6
⊕ • Harsh Shah	doc writer	0070	30%	30%					30%		25%			25%				58%	25%		33%			30%	
	project manager		000/	80%					80%		25%			25%				58%	25%		330/			30%	1