

## Androitroller – Milestone 1 Project Document

CPS 396M: Mobile Computing-Android

Time slot to Meet: MW(11:00a-12:00p), R(2:00p-3:00p)

Description: The aim of Androitroller is to allow users to control PC games with their android device and provide an easy to use interface for customized keymapping.

### Proposed Features:

- Server to receive input from device via buttons
- Application for customizing keymappings
  - Ability to save multiple configurations
  - Customizable background
  - Customizable button locations
  - Attractive, Simple, Effective user interface

### Work Package #1 – Finished Prototype

- Dependencies: None
- Resource Requirements: Small personal server
- Time: N/A (should be finished)
- Roles:  
Tyler: Finish prototype.

### Work Package #2 – Visual Upgrade (Graphics and Interface)

- Dependencies: 1
- Resource Requirements: Graphical resources
- Time: 1 week

Tyler: Coordinate graphics creation, determine requirements.

Eric: Create and implement new, custom graphics.

### Work Package #3 – Customization Upgrade (Button configuration)

- Dependencies: 1
- Resource Requirements: None
- Time: 1 week

Tyler: Moveable buttons.

Eric: Customizable background, fine-tune interface.

### Work Package #4 – Full Testing, Review Documentation, Generate Turn-ins

- Dependencies: 1, 2, 3
- Resource Requirements: Testing Libraries
- Time: 1 week

Tyler and Eric: Exhaustive Testing, Review Documentation\*.

Tyler: Create Video.

Eric: Create Description Document.

\*note: documentation is planned to be done on a per class and per function basis AS IMPLEMENTED.

## Androitroller – Project Schedule

CPS 396M: Mobile Computing-Android

November 8:

Tyler: Finish Prototype

State of Application: Application should be in a working state with the most basic functionality of both the application and small server application intact. This includes ability to make use the application in a predefined button configuration.

### **November 15 (Milestone 2):**

Tyler and Eric: Generate progress review for milestone 2.

Tyler: Coordinate graphics creation, determine requirements.

Eric: Create and implement new, custom graphics.

State of Application: Custom graphics should be finished and incorporated into the final product. Interface should have undergone slight tweaking to enhance useability.

### **November 22 (Milestone 3):**

Tyler and Eric: Generate progress review for milestone 3.

Tyler: Moveable buttons.

Eric: Customizable background, fine-tune interface.

State of Application: Application should be at a state where it is presentable and functional. Most if not all of the proposed features should be implemented at this point.

December 6:

Tyler and Eric: Exhaustive Testing, Review Documentation.

Tyler: Create Video.

Eric: Create Description Document.

State of Application: Application should be finished along with accompanying video demonstration and description document. Application and additional items should be packaged and submitted.

Final Timeslot:

Tyler and Eric: Create and rehearse reflection presentation.

State of Application: Same as previous along with reflection presentation.