Planned Approach

Team Phantom

We plan on developing the application in Unity 3D. We chose to work with Unity and C# because of the flexibility of the engine and past experience our team members had with each. The project will be a standalone application but we are open to expanding it as either a web or mobile application.

We will be following the AGILE methodology during the development of the tag-cloud generator.

The first stage will be to define requirements and plan out how development will proceed going forward.

We plan on developing each stage of functionality in order before integrating them into the application. Testing will be integrated into development between each addition.

The base functionality will include: File upload, File parsing, Tag-cloud generation, Image output and the User Interface.

Additional functionality we aim on developing includes: Fonts & Colours, Customizable cloud layouts, Zoom, Additional input types (pdf, html, etc…).

Other functionality which we hope to investigate includes: 3D clouds, The ability for the user to jump to instances of a selected word within their document, Language options and Speech to text support.

Since focus of this project is on usability and aesthetic appeal as well as functionality we plan on putting a significant level of thought and effort into designing the user interface and ensuring that the application is easily navigated.

Team roles will be fluid and flexible. Team members will cooperate outside of their assigned roles, sharing expertise and skills.

**Alternate projects we hope to develop**

* Taxi Dispatch & Booking system: We considered developing this as a mobile application or web app.
* E-Voting System: We would look into different vote counting algorithms, weighing their pros and cons.