

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING  
THE UNIVERSITY OF TEXAS AT ARLINGTON**

**PROJECT CHARTER  
CSE 4316: SENIOR DESIGN I  
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**TEAM 2  
AUTOMATED VEHICLE RECOGNITION TO DEPENDENT'S  
NAME GENERATION**

**BIBEK KHATAKHO  
AUSTIN HASTINGS  
KASHIF IQBAL  
NUPUR PANDEY  
ALBARO TONOCO**

## REVISION HISTORY

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## CONTENTS

<b>1 Vision</b>	<b>5</b>
<b>2 Mission</b>	<b>5</b>
<b>3 Success Criteria</b>	<b>5</b>
<b>4 Background</b>	<b>6</b>
<b>5 Related Work</b>	<b>6</b>
<b>6 System Overview</b>	<b>6</b>
<b>7 Roles &amp; Responsibilities</b>	<b>6</b>
<b>8 Facilities &amp; Equipment</b>	<b>7</b>
<b>9 Cost Proposal</b>	<b>7</b>
9.1 Preliminary Budget . . . . .	7
9.2 Current & Pending Support . . . . .	7
<b>10 Documentation &amp; Reporting</b>	<b>7</b>
10.1 Project Charter . . . . .	7
10.2 Product Backlog . . . . .	7
10.3 Sprint Planning . . . . .	7
10.3.1 Sprint Goal . . . . .	7
10.3.2 Sprint Backlog . . . . .	7
10.3.3 Task Breakdown . . . . .	7
10.4 Sprint Burndown Charts . . . . .	7
10.5 Sprint Retrospective . . . . .	7
10.6 Individual Status Reports . . . . .	7
10.7 Engineering Notebooks . . . . .	8
10.8 Closeout Materials . . . . .	8
10.8.1 System Prototype . . . . .	8
10.8.2 Project Poster . . . . .	8
10.8.3 Web Page . . . . .	8
10.8.4 Demo Video . . . . .	8
10.8.5 Source Code . . . . .	8
10.8.6 Source Code Documentation . . . . .	8
10.8.7 Hardware Schematics . . . . .	8
10.8.8 CAD files . . . . .	8
10.8.9 Installation Scripts . . . . .	8
10.8.10 User Manual . . . . .	9

## LIST OF FIGURES

1	Example sprint burndown chart . . . . .	8
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## **1 VISION**

For parents that pick up their children from school, it is often a long and tedious process. Pulling into the designated lane amongst several other parents and their vehicles, having a staff member verify who they are, whom you are picking up and then calling out your child's name over the radio to finally have them get ready to leave the building with all their belongings. To address this concern, we are building an automated system that will verify who has arrived, what student needs to be made ready for dismissal and to send that information over to a centralized location for staff to streamline dismissal.

## **2 MISSION**

The primary mission of this project is to replace traditional method of picking children from school. The system will use Rfid scanner to scan the incoming vehicle of parents of the children in school. The application that run in windows will process the information collected by scanner. The Rfid scanner scan the vehicle with rfid sticker and display the information of the parents and children in the gui. The interactive gui will show the list of information of children whose parents have arrived. The list will be updated as new vehicle is detected by the scanner. The application will show the names of students who have left and who have not left from school on that particular day. The application will also save the information in database for future reference.

## **3 SUCCESS CRITERIA**

System recognizes vehicles. System is able to pull from a database. System is able to work without human intervention.

## 4 BACKGROUND

The idea for this project was addressed by the professor to the group. One of the professors on campus had to go pick up her kid from school. There the parents take a paper with the child's name so that the employees at school knew who the parent want to pick up. This method is slow as parents had to wait for a while before they saw their children, it is not convenient for the school employees as they had to adjust for all sort of weather and it is not safe for the child as people with evil intentions can have access to kids name. The team decided to take on this project because we realized that the concern is serious and if we can finish the project and bring it in-front of schools they will be able to use it. This will not only benefit us as students rather the parents, kids, employees at school as well as school. This project has real-world benefit and can be used in multiple fields. For example, this project can be used at a fast food place as well as customers can order using their phone where they can enter their license plate number and when they come inside the field of fast food place, the fast food employee can bring their food out right away after the scanner reads their license plate. Analyzing the wide range of fields where this project can be used in real world and the positive impacts that it can have on people and businesses, we have chosen this project.

## 5 RELATED WORK

There are similarly related applications for schools to utilize that would help with tracking the students at various times of uncertainty such as when the students travels by bus and when they arrive at school. The related commercially available products are listed below:

- <http://www.laonicttechnology.com/education-sector.html> - School Bus Attendance Model (GPS + RFID), Basic GPS Tracking Systems, GPS + RFID Systems.
- <http://northstar.global/rfid-school-bus-tracking-system/> - Northstar's RFID system helps track the movement of children in schools and verifies if students are getting off at the right bus stop. It also helps automate attendance.
- <http://rfid.thingmagic.com/rfid-blog/bid/50802/RFID-for-Student-Tracking> - he benefits of RFID-enabled student tracking solutions are providing secure access to a building and recording attendance.

These systems are primarily put in place for when the students arrive or when they board transportation provided by the school for parents to have SMS updates sent to their phones in real time. Our project will utilized the same technology but only focus on the dismissal tracking for students so that the system automates what child needs to be made ready for dismissal whenever their parent has arrived and is ready to pick up their child.

## 6 SYSTEM OVERVIEW

The platform will be designed using progressive web applications, which are websites that when access from mobile devices, look and feel just like a mobile application native to the environment. When accessed from a computer, the browser would look like a regular page, but when accessed from a mobile device will look and act like a mobile application.

## 7 ROLES & RESPONSIBILITIES

Team members will be responsible for completing this project. This section will be updated after we meet. Austin Hastings is in charge of documentation. Austin Hastings is in charge of deadlines SCRUM MASTER.

## **8 FACILITIES & EQUIPMENT**

This project will be designed in one of the UTA ERB Labs. 3D Printers and other equipment will be used on a as needed basis.

## **9 COST PROPOSAL**

We have \$800 provided by the Computer Science department of UTA for the project. At the moment, we do not have any financial donors for the project. We are going to use personal computer and the Rfid scanner for the lab, so we will not have much expenditure. We will spend approximately \$100 to buy the hardware to structure the system.

### **9.1 PRELIMINARY BUDGET**

Purchase Hardware: To recognize vehicle. Purchase Hardware: To store database. Purchase Hardware: To display results.

### **9.2 CURRENT & PENDING SUPPORT**

Purchased RFID Scanner.

## **10 DOCUMENTATION & REPORTING**

In this section, you will describe all of the various artifacts that you will generate and maintain during the project lifecycle. Describe the purpose of each item below, how the content will be generated, where it will be stored, how often it will be updated, etc.

### **10.1 PROJECT CHARTER**

This is here.

### **10.2 PRODUCT BACKLOG**

As product gets backlog, more manhours will be applied in importance order.

### **10.3 SPRINT PLANNING**

Sprints will be planned with all team members present at the beginning of all sprints.

#### **10.3.1 SPRINT GOAL**

Sprint goals will generated during planning and rechecked before the end of each sprint.

#### **10.3.2 SPRINT BACKLOG**

Sprint Backlogs will be re-evaluated and worthwhile actions will be added to subsequent sprints.

#### **10.3.3 TASK BREAKDOWN**

Tasks will be broken down into specialties and menial labor according to team member's strengths.

### **10.4 SPRINT BURNDOWN CHARTS**

Sprint Burndown Charts will be generated at the end of each sprint.

### **10.5 SPRINT RETROSPECTIVE**

Activities done during sprints will be reviewed and successful activites will be promoted to be attempted again.

### **10.6 INDIVIDUAL STATUS REPORTS**

Individual Status Reports will be generated by each team member.

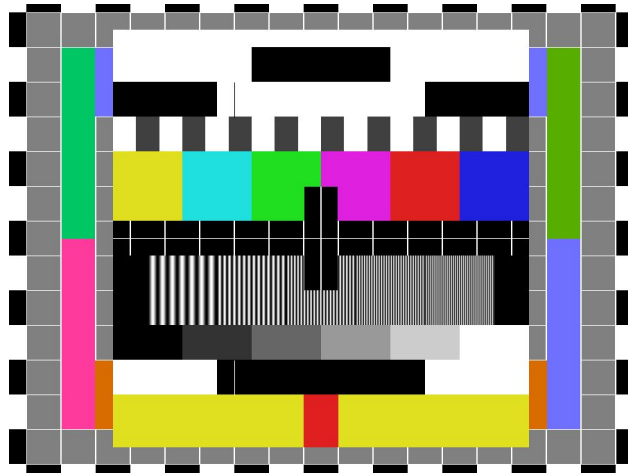


Figure 1: Example sprint burndown chart

## 10.7 ENGINEERING NOTEBOOKS

Engineering Notebooks will be kept by all team members and checked as needed to remain in regulation.

## 10.8 CLOSEOUT MATERIALS

Closeout Materials will be generated before the completion of the project.

### 10.8.1 SYSTEM PROTOTYPE

A working System Prototype will be implemented before May 2018.

### 10.8.2 PROJECT POSTER

A detailed Project Poster will be created before May 2018.

### 10.8.3 WEB PAGE

A Web Page documenting the design process and related material may be created before May 2018.

### 10.8.4 DEMO VIDEO

A Demo Video will be created, showing the product in action, before May 2018.

### 10.8.5 SOURCE CODE

Source Code will be hosted on GitHub.

### 10.8.6 SOURCE CODE DOCUMENTATION

Source Code Documentation will be taken care of by Doxygen.

### 10.8.7 HARDWARE SCHEMATICS

Hardware Schematics will be maintained as hardware is purchased or manufactured. These will be available upon project completion.

### 10.8.8 CAD FILES

CAD files will be hosted on GitHub.

### 10.8.9 INSTALLATION SCRIPTS

Installation Scripts will be installed to hardware before reaching the site.



#### **10.8.10 USER MANUAL**

A User Manual will be created and either available on the website or in physical copy.

## REFERENCES

- [1] Kenneth S Rubin. *Essential Scrum: A Practical Guide to the Most Popular Agile Process*. Addison-Wesley Professional, 1st edition, 2012.