Project Schedule (Timeline & Milestones):

Phase	Key Tasks	Duration	Dependencies & Notes
Phase 1: Planning, Requirements & UI/UX Design	- Requirements Engineering: • Finalize functional and non-functional requirements, SRS, user stories (min. 20), and use case diagrams. - UI/UX Design: • Create wireframes, prototypes, and high-fidelity mockups.	3 weeks	These tasks run in parallel.
Phase 2: Prototype Development & Integration	- Develop a minimum viable product (MVP) featuring: • Python-based OCR module. • Basic translation API integration with Rust. • Preliminary UI integration.		Depends on initial documentation from Phase 1. Early integration feedback can help refine both requirements and design.
Phase 3: Testing & Quality Assurance	 Manual Testing: Develop and execute at least 30 detailed test cases. Document defects during smoke and full testing. Automated Testing: Build a suite of at least 25 automated 	2 weeks	Testing may start incrementally as modules become available; complete integration is targeted by the end of this phase.

Phase	Key Tasks	Duration	Dependencies & Notes
	tests for units, integration, UI, and API testing. • Integrate the tests into the CI/CD pipeline.		
Phase 4: Continuous Integration/Deployment (CI/CD) Pipeline	- Set up a build pipeline that: • Automatically compiles code and runs tests on pushes. • Implements code linters, unit tests, and collects code coverage. • Integrates deployment scripts with strategies (e.g., blue-green or canary releases).	2 weeks	Follows successful testing. Tools such as GitHub Actions or Azure DevOps will be used for CI/CD; configuration files (YAML/JSON) will define pipeline steps.
Phase 5: Final Integration, Documentation & Release	- Integrate feedback from testing and deployment Finalize user and technical documentation Polish UI/UX and prepare the final release.	2 weeks	Depends on a stable CI/CD pipeline. Final review and iteration to ensure the application meets quality and performance targets across both Windows and Linux.

Total Estimated Duration: 12 Weeks.

Resource Allocation

• Human Resources:

 Solo Developer: Managing all roles as defined (Project Manager, Business Analyst, Software Developer, UX/UI Designer, QA Specialist).

• Technological Resources:

- Development & Integration:
 - Languages & Frameworks: Python (for OCR and computer vision tasks), C++/Rust/Go (for translation API integration and UI development).
 - Tools: IDE, Git for version control.
- Design & Prototyping:
 - Tools like Figma, InVision, or Balsamiq for wireframes and prototypes.
- Testing & CI/CD:
 - Automated Testing: Utilize frameworks and libraries for unit, integration, and UI testing.
 - CI/CD Tools: GitHub Actions or Azure DevOps Pipelines, code coverage tools, and build report generators.
- o Deployment:
 - Containerization (Docker) for consistent deployment environments on both Windows and Linux.
- Financial Resources & Budget Considerations:
 - o API Costs: Translation API usage fees.
 - o Software & Tools: Open-source/free.
 - Hardware & Testing: Use existing equipment; potential allocation for additional testing devices if necessary.