Sign-See-Sound

Prepared By:

The Best like srsly ok we ll see

Nicholas Gattuso 40007087

Yousef Abo El Foul 27199120

Cameron Hall 40004827

Yazan Odeth 26556191

Product Backlog

Story ID	Story Title	Card	Story Points (1-10)	Sprint	Status	Conversation	Confirmation	Story Tag
UI-1	User Buttons	*As a user, I want to have two buttons so that when clicked one will get you to the sound translation section and the other will get you to the textable translation section of the sign language*	3	Sprint 1	Sprint 1	This will allow users to understand what the app does where it is directed to	1.Can the user go back if clicked on the wrong button.	
UI-2	Text variation	*As a user, I want to have the ability to see the text so that I can understand what the sign that i just did mean*	5	Sprint 1	Sprint 1	This will allow the user to see a text format of what the sign means	1.Can the user change the size of font or is it fixed	
UI-3	Sound variation	*As a user, I want to have the ability to hear the sign done so that I can have the accessiblity of learning while listening*	7	Sprint 1	Sprint 1	This will allow the user to hear what sign they have done		
H-1	Glove Functionality	As a user, I want to be able to use a glove that can read sign language gestures	7	Sprint 1	Sprint 1	This hardware will allow any user to perform sign language and get the translation on the app	1.Can the user use any language or is it based on one language	
AA-1	Arduino to android	As a developer, I want to have an immediate connection between ardunio and android so that i can get information from the arduino to be placed in android	9	Sprint 1	Sprint 1	This functionality will allow proccessed infromation from arduino to the andriod application which is very important		
I-1	Internal functionality	As a user, I want to be able to go back from a specific page setup to the homepage of thee application so that i can switch variation(sound or text)	3	Sprint 1	Sprint 1	This will allow users to have an easy accessible application where they can go from section to another freely and of course vis-versa	1.Can the user change the variation without heading into the main page	
D-1	Database	As a user, I want to have the letters saved in the database so that we can fetch for the letter called from the database	9	Sprint 1	Sprint 1	This will allow storing letters so that when called from motion of the glove with the sensors it can get it from the database	1.Will database be overflooded with infromation or will it delete repeated information	
UI-3	User learning Functionality	As a user, I want to have the letters shown so that when clicked on one will be directed to a video explaining how to do the letter clicked	6	Sprint 2	Sprint 2	This will allow users to have the ability to learn the exact motion so that they can apply it to the glove they have	1.Will the user be able to get back to the application once the video is done 2.Will the user be able to go to another video and then get back to the application	
UI-4	User Format Control	As a user, I want the action bar to contain a setting that switches between voice and text so that it will be an easy access	5	Sprint 2	Sprint 2	This will give the user a freedom of accessbility betweeen the options of sound and text withoujt having to go back to the main page.		
	Sensors Calibration	As developer, I want to calibrate the flex sensors, so that i can achieve the minimum and maximum values of when the flex sensors are in motion or not	7			This will allow the user to have well defined values for the sensors when doing the signs		

Sprint 1 Backlog

Sprint 1 Goal(s): At the end of sprint 1, our goal is to have a working android app that can receive the signals from the sensors and arduino and output the correct alphabet relating to a sign

Story ID	Task ID	Task Title	Task Description	Ideal Hours	Status	Comments
UI-1	UI-1.1	Create 'Receiving Text' page	*Create a page where the received signal from the hardware will output a the respective alphabet text*	0.2	In Progress	
	UI-1.2	Create 'Receiving Voice' page	*Create a page where the received signal from the hardware will output the respective alphabet through a voice*	0.2	In Progress	
	UI-1.3	Create Button to go to Text Page	*Create a button in the main page called "Get Reading in Text"*	0.2	In Progress	
	UI-1.4	Create Button to go to Voice Page	Create a button in the main page called "Get Reading in Voice"	0.2	In Progress	
	UI-1.5	Link the buttons to their respective page	Connect the buttons to their respective pages. When the buttons are pressed, the program should go to the respective page	0.2	In Progress	
UI-2	UI-2.1	Fetch the received signal from the arduino in the app database	*Look up in the database for the value that's associated to the received value from the arduino*	1	In Progress	
	UI-1.2	Output the return value from the database	*Output the value returned from the database in an EditText*	0.5	In Progress	
UI-3	UI-3.1	Fetch the received signal from the arduino in the app database	*Look up in the database for the value that's associated to the received value from the arduino*	1	In Progress	
	UI-3.2	Output the return value from the database	*Output the value returned from the database as a Voice output*	1	In Progress	
H-1	H-1.1	Glove Creation	Attach the sensors on a glove so that the user can be able to perform sign language	1	Planned	
	H-1.2	Arduino Program	Download the arduino program to the Bluetooth Arduino (BLUNO)	0.5	Completed	Code for arduino program came from here: http://romanakozak.com/sign-language-translator/
	H-1.3	Connect Glove with Arduino	Attach the sensors to the accelerometer and the accelerometer to the arduino in order to get the two components to function	1	In Progress	

	H-1.4	Test the Glove Functionality	Test the program to make sure that the reading of the sensors is giving a value	2	In Progress	
AA-1	AA-1.1	Connection between Android and Arduino	Import the arduino library in the android application. Use the necessary functions to link the application and the arduino together through a bluetooth signal	3	In Progress	
I-1	I-1.1	Back Button	Add the Up Navigation in the application so that the users can go back to home page	0.5	In Progress	
D-1	D-1.1	Database Creation	Create a database with one field being the values that will be received from the arduino and another field being the associated alphabet text	2	In Progress	
	D-1.2	Database Fetching	Create a function that will fetch the alphabet letter from the database according to a received input from the arduino	3	In Progress	