drawing2story cost plan - estimation of required work hours

#	Functional Area (FA) - Work Package (WP)	Role	Amount	Size [h]	Scope [h]	Velocity = 65%	per Functional Area [h]
FA 1.1	**Processing and Storage of Children's Drawings**						
WP 1.1.1	Basic dialogs	Programmer	3	10	30	49.5	
WP 1.1.2	Dataset curation	Programmer	1000	0.025	25	41.25	
WP 1.1.3	Experiments with preprocessing	Programmer	2	5	10	16.5	
WP 1.1.4	Preprocessing pipeline of drawings	Programmer	2	10	20	33	
FA 1.2	**Recognition of animals**						140.25
WP 1.2.1	Experiments with a first CNN	Reseacher	1	10	10	16.5	
WP 1.2.2	CNN for recognizing a drawn animal	Programmer	2	20	40	66	
WP 1.2.3	CNN for recognizing multiple drawn animals	Programmer	2	20	40	66	
FA 1.3	**Advanced recognition of animals (optional)**						148.5
WP 1.3.1	Theoretical consideration of alternative models	Reseacher	3	5	15	24.75	
FA 1.4	**Annotating animals with digits to denote their importance**						24.75
WP 1.4.1	Model for recognizing a handwritten digit	Reseacher	1	10	10	16.5	
WP 1.4.2	Model recognizing multiple handwritten digits	Programmer	2	10	20	33	
WP 1.4.3	Associate recognized digits with animals	Programmer	1	20	20	33	
FA 1.5	**Annotating animals with markers to denote their relations**						82.5
WP 1.5.1	Evaluate different marker types	Graphic designer	1	10	10	16.5	
WP 1.5.2	Model for recognizing a marker	Reseacher	1	10	10	16.5	
WP 1.5.3	Model for recognizing multiple markers	Programmer	2	10	20	33	
WP 1.5.4	Associate recognized markers with animals	Programmer	1	20	20	33	
WP 1.5.5	Determine groups of animals	Programmer	1	5	5	8.25	
FA 1.6	**Annotating animals with activity cards to denote their actions**						107.25
WP 1.6.1	Sketch and design various activity cards	Graphic designer	7	1	7	11.55	
WP 1.6.2	Experiment with various styles in terms of art	Graphic designer	3	1	3	4.95	
WP 1.6.3	Create the activity cards digitally	Graphic designer	7	1	7	11.55	
WP 1.6.4	Process for producing physical activity cards	Graphic designer	1	10	10	16.5	
WP 1.6.5	Model for recognizing activity cards	Programmer	1	10	10	16.5	
WP 1.6.6	Model for recognizing multiple activity cards	Programmer	2	10	20	33	
WP 1.6.7	Associate recognized activity cards with animals	Programmer	1	20	20	33	
FA 1.7	**Generating children's stories**						127.05
WP 1.7.1	Create internal data structure to represent an annotated drawing	Programmer	3	5	15	24.75	
WP 1.7.2	Experiment with free to integrate LLMs	Reseacher	3	5	15	24.75	
WP 1.7.3	Engineer the prompts to make the LLM tell good stories	Programmer	3	5	15	24.75	
FA 1.8	**Tell children's story using text to speech**						74.25
WP 1.8.1	Apply text-to-speech	Programmer	2	5	10	16.5	
FA 1.9	**Scientific research**						16.5
WP 1.9.1	Placeholder 1 for scientific research	Reseacher	1	10	10	16.5	
WP 1.9.2	Placeholder 2 for scientific research	Reseacher	1	10	10	16.5	
WP 1.9.3	Placeholder 3 for scientific research	Reseacher	1	10	10	16.5	
FA 1.10	**Project evaluation**						49.5
WP 1.10.1	Preparation of evaluation method	Reseacher	3	5	15	24.75	
WP 1.10.1	Evaluation of the product	Reseacher	6	5	30	49.5	
WP 1.10.3	Analysis of evaluation feedback	Reseacher	3	5	15	24.75	
							99
Total					437	869.55	estimated work hours