2022 GANTT CHART

 PROJECT TITLE
 Graphic User Interface Machine Learning Algorithm

 PROJECT MANAGER
 Jungjae L., Austin J.
 DATE
 12/12/22

WDC NUMBER	R TASKS	TASK OWNER	START DATE	DUE DATE	DURATION (Days)		NOVEMBER DECE												СЕМВЕ	MBER							
						Week 2			Week 3			Week 4					Week 5								Week 3		
WBS NUMBER						9 1	10 11	12 13	14	15 16	17 18	B 19	20 21	22	23 24	25 2	6 27	28	29 30	1	2 3	4	5	6 7	8 9	10 1	11 12
1	Team					-			1					1=1		-	-			-			-			1.2	
1.1	Project Assigned	Team	11/9/2022	11/9/2022	1																						
1.2	Team Assembled	Team	11/9/2022	11/14/2022	6																	-					
1.3	Manage Github	Team	11/16/2022	12/12/2022	27																						
1.4	Project Idea	Team	11/14/2022	11/20/2022	7	i																					
1.4.1	- Research ideas (website, youtube, etc.)	Team	11/14/2022	11/20/2022	7											T				İ		İ					
1.4.2	- Communicate with ECE Professors	Team	11/16/2022	11/18/2022	3																						
1.4.3	- Project Information Form	Team	11/14/2022	11/16/2022	3																	1					
1.5	Assign and divide tasks	Team	11/20/2022	11/21/2022	2																						
1.6	Work on documentation	Team	11/25/2022	12/12/2022	18																						
1.6.1	- Project Timeline (Gantt Chart)	Jungjae	11/25/2022	12/12/2022	18																						
1.6.2	- Project Documentation		12/11/2022	12/12/2022	2																						
1.6.3	- Statement of Work	Jungjae	12/11/2022	12/11/2022	1																						
1.6.4	- Project Architecture		12/11/2022	12/12/2022	2																						
1.7	Final Testing	Team	12/10/2022	12/12/2022	3																						
2	Front End (Lead: Austin J.)																										
2.1	Setup & Test SFML	Austin	11/20/2022	11/20/2022	1																						
2.2	Get a .png image to appear	Austin	11/20/2022	11/22/2022	3																						
2.2.1	Create Textbox and Input class	Austin	11/20/2022	12/1/2022	12																						
2.2.2	store user input	Austin	12/1/2022	12/1/2022	1																						
2.4	connect code with MATLAB	Austin	12/1/2022	12/10/2022	10																						
2.4.1	get visuals to appear	Austin	12/10/2022	12/11/2022	2																						
2.4.2	Error handling		12/11/2022	12/12/2022	2																						
3	Back End (Lead: Jungjae L.)																										
3.1	Setup & Test SFML	Jungjae	11/20/2022	11/24/2022	5																						
3.2	Interface in-between languages	Jungjae	11/26/2022	11/30/2022	5																						
3.2.1	- Communicate from Python to Matlab	Jungjae	11/26/2022	11/29/2022	4																						
3.2.2	- Communicate from C++ to Matlab	Jungjae	11/29/2022	12/2/2022	4																						
3.3	Machine Learning Algorithm	Jungjae	11/26/2022	12/10/2022	15																						
3.3.1	- Code to construct average image in Python <unused></unused>	Jungjae	11/26/2022	11/30/2022	5																						
3.3.2	- Code to construct average image in Matlab	Jungjae	11/30/2022	12/3/2022	4																						
3.3.3	- Code to calculate LDA, QDA	Jungjae	12/4/2022	12/8/2022	5	T																					
3.3.4	- Code to construct error plot	Jungjae	12/6/2022	12/8/2022	3																						
3.3.5	- Combine and connect all codes	Jungjae	12/8/2022	12/9/2022	2																						
3.4	Test & adjust	Jungjae	12/9/2022	12/10/2022	2																	i					