RISK IDENTIFICATION FOR TEAM 06

1. Working with an OCR API – Adrian Lane
   1. Research the Azure cognitive services OCR API
   2. Create a small PoC to use as a reference for our app approach
2. Working with a natural speech engine API – Graham Walker
   1. Research the Azure cognitive services Text to Speech API
   2. Create a small PoC to use as a reference for our app approach
3. Cloud storage (database, blob, what?) – Ruben
   1. Dependent upon data model, but likely:
      1. Azure aBlob storage for stored images
      2. Azure Database for all other data persistence
4. Working with the camera/images API on the phone – Kenyon Bunker
   1. Update: Done - Research using the camera within the app - Done
   2. Research storing images from the camera elsewhere, (i.e. where our app would likely need to reference it from)
      1. Update: Internal and Blob
   3. Research accessing the photo album from within the app for our app’s use
      1. Update:
      2. It should only be visible to the app
      3. And images to be removed if the app is uninstalled
      4. Delete images on local device after a week
   4. Update: Create a small PoC to use as a reference for our app approach
      1. In progress
   5. Update: Good guide: <https://developer.android.com/guide/topics/media/camera>
   6. Update: High level steps that need to occur to use the camera
      1. Detect and Access Camera - Create code to check for the existence of cameras and request access.
      2. Create a Preview Class - Create a camera preview class that extends SurfaceView and implements the SurfaceHolder interface. This class previews the live images from the camera.
      3. Build a Preview Layout - Once you have the camera preview class, create a view layout that incorporates the preview and the user interface controls you want.
      4. Setup Listeners for Capture - Connect listeners for your interface controls to start image or video capture in response to user actions, such as pressing a button.
      5. Capture and Save Files - Setup the code for capturing pictures or videos and saving the output.
      6. Release the Camera - After using the camera, your application must properly release it for use by other applications.