Rob Kelly

Senior Design

Hours and Justification

<u>Fall 2023</u>

During this initial planning period, our team met once or twice a week (depending on the workload at the time) for 30-60 minutes each in order to get started on the initial implementations of the project, as well as complete the weekly materials that we were assigned for the class. For individual contributions, I did on average 1 hour of research and 1 hour of audio processing implementation per week (some weeks I had to put it aside, while others I would work 5 hours+).

<u>Spring 2024</u>

During the spring semester, our team really focused on getting everything implemented and integrated. As a result, we met at least once per week in the first half of the semester for around 1 hour per meeting for assignment completion and a stand-up meeting of sorts. Once the back half hit, we met much more often to integrate everything - around twice per week with longer meeting periods of up to 2 hours per meeting. Individually, I primarily focused on integration of the audio and CV backend work into our frontend application, as well as finishing touches to ensure that our audio processing was calculating results correctly. I spent about 1-3 hours per day during the last month leading up to the expo working on these.