

Media Computing Project

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Schedule Timeline:

	Week	Milestone
1	30th Nov - 6th Dec	<ul style="list-style-type: none">Have a basic interface working and think about how to implement the trees
2	7th Dec - 13th Dec	<ul style="list-style-type: none">Design a cylinder for the trunk, find upper surface, find middle, and add sphere for the head of the treegenerate some random trees with different sizesPrepare for the presentation
3	14th Dec - 20th Dec	<ul style="list-style-type: none">Presentation - Wednesday 16th Dec (ALPHA)start focusing on the details of the tree
4	21st Dec - 27th Dec 28th Dec - 3rd Jan	<ul style="list-style-type: none">Holidays so might be less productiveFind out if there is a way to get a location from the model to place the objectsDifferent types of trees
5	4th Jan - 10th Jan	<ul style="list-style-type: none">Start documenting and refactoring the codeImproving the design and usability
6	11th Jan - 17th Jan	<ul style="list-style-type: none">Buffer for delays
7	18th Jan - 24th Jan	<ul style="list-style-type: none">If time allows, add cars or people
8	25th Jan - 31st Jan	<ul style="list-style-type: none">Bug fixes in the beta version and test scenarios for robustnessMake documentationFull documentation - Wednesday 27th Jan (BETA)
9	1st Feb - 7th Feb	<ul style="list-style-type: none">Record VideoScreen capture (after user interface is finished)Edit VideoPrepare for the presentation
	8th Feb - 10th Feb (PRESENTATION)	<ul style="list-style-type: none">Final Presentation - Wednesday 10th Feb with video trailer