Amber Dolezal

***Project Planning & Project Management:***

This section discusses the issues of project scheduling and resource allocation. The project plan and Gantt chart should be discussed. Any issues or unforeseen difficulties in the scheduling should also be discussed.

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Our team did not experience too many issues with scheduling, but we were not able to get our application to become fully operational within the amount of time we allotted for it. We experienced many issues with getting a trained Object Detection ONNX file that would work with Unity and our project. Our team planned for a month of development and another month for troubleshooting bugs. Unfortunately the allocated time was not enough and we continued to try and solve our issues right up to the end, and were still not able to get our problems resolved. Below is an overview of how our project was planned out and the different phases it went through.

**Phase 1 (Mar 4, 2022 – Apr 15, 2022):** Research was conducted on AR devices and remote rendering applications by the entire team. The entire team consulted with Dr. Omid Semiari to get the specifics of the project. William B. Micheal was contacted in order to collect the equipment that will be utilized for the duration of this project: a HoloLens One and a WiFi AX1800 Dual Band Wireless Access Point Router. The Requirements and Specification Document was written including defining team and project sponsors, the project specification intent, project requirements, parameters and target values, and the agreement to the project specification.

**Phase 2 (Apr 15, 2022 – May 6, 2022):** During Phase 2 the team worked on the Requirements and Specifications Presentation. This presentation went over the project’s problem, current standards, constraints, the requirements and specifications, the system design expectations, issues, timeline, budget, and societal concerns.

**Phase 3 (Aug 26, 2022 – Sept 12, 2022):** Phase 3 was focused on writing the Conceptual Design Report excluding the Testing Report. In this report the team has put together a decision matrix, concept recommendation, a plan to complete the design, and the testing plan.

**Phase 4 (Sep 9, 2022 – Sep 16, 2022):** The Conceptual Design Presentation will be created and given in Phase 4. This presentation will present a summary for each section of the report that was put together in the previous phase.

**Phase 5 (Sep 16, 2022 – Sep 30, 2022):** In this stage each member of the team will contribute to the Critical Design Documents including Detailed Description of Design, User Manuals, and Instructions, Detailed Drawings of parts, Schematics, Software Descriptions, Bill of Materials.

**Phase 6 (Sep 30, 2022 – Oct 7, 2022):** After finalizing the Critical Design Documents in the previous phase, our team created and practiced a presentation that showcased the important aspects of the documents.

**Phase 7 (Oct 8, 2022 – Nov 21, 2022):** Although the team had been working on the actual design of the project since May, in this phase the team solely focused on completing the AR Blackjack Assistant Remote Rendering Application which also incorporated the application’s testing.

**Phase 8 (Nov 6, 2022 – Dec 7, 2022):** In this part of the project the team finished the Conceptual Design Documents by writing the Testing Report. This summarized the testing that was completed at the end of Phase 6. During this timeframe, the team also concluded that object detection integration was no longer a feasible option due to a time constraint.

**Phase 9 (Nov 21, 2022 - Nov 27, 2022):** Phase 9 is where our team concentrated on writing this report, the Final Report. This report includes an Executive Summary, an Introduction, a Problem Description, a Conceptual Design, a Finalized Design, a Testing Analysis Summary, a Conclusion, and the Final Design Package.

**Phase 10 (Nov 28, 2022 - Dec 9, 2022):** A final presentation will be developed and given discussing the project, problem, conceptual design, finalized design, and the testing and analysis.



