
Project Management Plan

Version 2.1

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CPTS 484_THEIA

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Revision History

Name	Date	Reason for Changes	Version
Justin Keanini, Shaya Arya, Christian Flores Cruz, Hiruna(Yevin) Dissanayake, Russell Habib, Julia Lee	09/14/25	Project Phase I: Preliminary Plan Submission Initial draft	1.0
Justin Keanini, Shaya Arya, Christian Flores Cruz, Hiruna(Yevin) Dissanayake, Russell Habib	10/12/25	Project Phase I: Preliminary Plan Resubmission	1.1
Julia Lee	11/01/25	Project Phase I: Preliminary Plan Revised	2.0
Shaya Arya	11/17/25	Edit name	2.0.1
Andrew Neal	11/21/25	Added: sections 1.6, 1.7 Modified: section 4.1	2.1

1. Overview

It is difficult for individuals with vision disabilities to navigate inside buildings. They may be familiar with the route to their usual classroom, but locating an office, restroom, or any unfamiliar room becomes significantly more challenging. Currently, users must either rely on assistance from others or spend substantial time memorizing new routes. As a result, many visually impaired individuals avoid navigating to unfamiliar indoor locations altogether.

1.1. Project Purpose, Objectives, and Success Criteria

Globally, more than 285 million individuals experience blindness or significant visual impairment, many of whom face substantial challenges when navigating unfamiliar indoor environments. This project's purpose is to design and develop THEIA, an assistive mobile application that enables visually impaired users to navigate independently within buildings without needing help from others.

THEIA will achieve this purpose through the following objectives:

- Provide turn by turn indoor navigation that guides users from their current location to a desired destination.
- Detect and alert users to obstacles such as furniture, structural features, or moving individuals along their path.
- Operate entirely through voice commands and spoken responses to support hands-free interaction.
- Emergency assistance can be requested by the user. Fall detection is a candidate for later releases.
- Determine optimal routes based on user selected criteria such as safety, travel time, or comfort.
- Allow customization of accessibility settings, including speech frequency, audio volume, and navigation feedback style.
- Support extensibility for future integration of additional sensors, features, or assistive technologies.

1.2. Project Deliverables

Deliverable	Delivery Date	Delivery Method	Comments
Issues Analysis Document	Per course schedule	GitLab repository submission	Detailed analysis of deficiencies in the preliminary requirements and documentation of the corrective actions applied.
Requirements Specification (WRS)	Per course schedule	GitLab repository	Complete and formal description of the system's functional and nonfunctional requirements based on the provided WRS template.
Working Prototype	Per course schedule	Mobile app demonstration	Early functional prototype demonstrating core navigation, feedback, and accessibility features.

User Manual	Per course schedule	Separate document	Accessible instructional guide for visually impaired users outlining how to operate the preliminary prototype.
Project Plan	Per course schedule	GitLab repository	Documentation outlining the project schedule, milestones, roles, and planned development activities.
Meeting Records	Ongoing / Final	GitLab repository	Documented summaries of team meetings, decisions made, and progress updates.
System Presentation	Per course schedule	In video conference	The final presentation demonstrates the system, scenarios, and results of the development process.
Requirements Models	Per course schedule	GitLab repository	Diagrams and structured models represent the system's behavior, data flows, and interactions.

1.3. Assumptions, Dependencies, and Constraints

1.3.1 Assumptions (AS)

- **AS-1:** Visually impaired users will have access to a smartphone capable of running the THEIA application.
- **AS-2:** Users are already familiar with basic accessibility tools such as voice commands, screen readers, or audio feedback features.
- **AS-3:** Indoor building layouts used by the application remain stable and do not undergo frequent structural changes during the development and testing period.
- **AS-4:** The smartphone used by the user includes built-in calling and messaging capabilities for contacting emergency services or caregivers.
- **AS-5:** The device contains functioning onboard sensors, including accelerometers, gyroscopes, magnetometers, and GPS modules when applicable.

1.3.2 Dependencies (DE)

- **DE-1:** Open-source software libraries used for functionality such as text to speech or sensor processing remain maintained and compatible with current development tools.
- **DE-2:** Mobile operating systems continue to support required APIs, including accessibility services, background processing, and voice interaction.
- **DE-3:** Collaboration platforms such as GitHub, OneDrive, or equivalent services remain available and functional throughout the project timeline.
- **DE-4:** The team has access to an indoor testing environment where navigation and obstacle detection features can be evaluated consistently.

1.3.3 Constraints (CO)

- **CO-1: Timeline Constraint.** The project must be completed within the semester and delivered by the required deadline in early December
- **CO-2: Team Size and Expertise.** The scope of development is limited by the team's experience level and availability, which restricts the complexity and volume of features that can be implemented
- **CO-3: Budgetary Constraint.** Only free, open source, or university provided software, tools, and equipment may be used due to the absence of dedicated funding

- **CO-4: Scope Constraint.** The project emphasizes the development of a functional prototype focusing on indoor navigation and safety features rather than a fully deployable final product.

1.4. References

- Holton, B. (n.d.). Smartphone GPS navigation for people with visual impairments. American Foundation for the Blind.
<https://www.afb.org/blindness-and-low-vision/using-technology/smartphone-gps-navigation-people-visual-impairments>
- American Foundation for the Blind. (n.d.). Accessible mobile apps.
<https://www.afb.org/blindness-and-low-vision/using-technology/assistive-technology-products/mobile-apps>
- Rawat, A. (2025, September 9). How to design accessibility apps for visually impaired users.
<https://appinventiv.com/blog/design-accessibility-app-for-visually-impaired>
- Murolo, S. (2024, May 21). Designing an app for visually impaired people is important.
<https://medium.com/@sossiomurolo/designing-an-app-for-visually-impaired-people-dc14cf622496>

1.5. Definitions and Acronyms

- **WRS:** Requirements and Specification Document. A formal document that analyzes deficiencies in the initial requirements and defines the system's functional and non-functional requirements through structured goals and specifications.
- **Agile:** A flexible software development methodology that emphasizes iterative progress, collaboration, and incremental delivery.
- **Sprints:** Time boxed development cycles, typically one week in duration, during which a set of features is planned, implemented, and reviewed before moving to the next cycle.
- **QA (Quality Assurance):** The process of evaluating the system to ensure that all functional and non-functional requirements are met through systematic testing and verification.
- **Deliverables:** Tangible and intangible outputs produced during the project, such as reports, prototypes, documentation, or presentations.
- **UI (User Interface):** The components through which users interact with the system, adapted to this project to support visually impaired users through accessible interaction methods.
- **SDKs (Software Development Kits):** Collections of development tools, libraries, documentation, and testing components used to build applications for specific platforms.
- **APIs (Application Programming Interfaces):** Interfaces that allow the application to access external services, system resources, or device level capabilities.
- **CI (Continuous Integration):** A development practice in which code changes are built, tested, and merged frequently to maintain system stability and reduce integration issues.

1.6. Safety Considerations

As Theia is primarily designed to guide blind or visually impaired individuals, safety is a primary concern in both the design and deployment stages of the application. Theia must ensure that its navigation and guidance instructions minimize the risk of user injury, while also accounting for limitations or errors in both the software and hardware that the app is running on.

To promote our user's safety, Theia will incorporate the following features:

Fall Detection and Response:

Fall detection will be evaluated as a candidate feature in later iterations; initial release focuses on safe indoor navigation and obstacle alerts.

Obstacle Detection and Warning

Theia will incorporate obstacle detection by utilizing computer vision models to provide users with reliable and safer indoor navigation. Since obstacles such as wet floor signs or boxes cannot always be provided in floorplans, Theia must provide users with real-time object detection and warnings to prevent injury.

1.7. Data Privacy & HIPAA Disclaimer

Theia minimizes the collection of personal information and never sells it. Limited data may be transmitted with user consent for features such as contacting designated parties or enabling connected services. User data is stored locally where feasible. The initial release assumes standard connectivity; full offline operation is out of scope. Core navigation processing is performed on the user's device where feasible. Routes and related history are stored locally and are not shared outside the device unless the user chooses to do so. Theia is not a medical device or application and is intended solely to provide navigation and safety assistance tools. When the user requests help, the app may use network and phone capabilities to contact designated parties, consistent with user consent.

2. Project Organization

2.1. Process Model

For this project, we adopted an agile software development process that supports flexibility, iterative refinement, and continuous integration of new features. Development will be conducted in structured sprints, during which the team will define specific tasks, evaluate progress, and adjust plans for subsequent cycles. This model is well suited for THEIA, as the system requires ongoing testing, validation, and revision based on user feedback and evolving functional requirements.

2.2. Organizational Structure

The project team consists of Julia Lee, Shaya Arya, and Andrew Neal. The team will operate under a collaborative structure in which all members contribute to design, implementation,

documentation, and testing activities. To support coordination and accountability, Julia Lee serves as the team lead, overseeing milestone alignment, communication, and task distribution while ensuring that progress remains consistent with the project plan.

2.3. Roles and Responsibilities

Name	Role	Responsibility
Julia Lee	Technical Lead	Oversees overall technical development and coordinates integration across system components. Drafts, revises, and maintains the Requirements Specification. Manages meeting records and leads to the final system of presentation. Supports software development and ensures code quality and feature implementation.
Shaya Arya	UI Designer	Drafts, revises, and maintains the Requirements Specification. Creates high fidelity UI prototypes using tools such as Figma and designs user interaction flows. Develops accessibility focused interface documentation and user manual components. Builds UI and interaction elements required for prototype implementation.
Andrew Neal	Software Developer	Drafts, revises, and maintains the Requirements Specification. Supports software development and ensures code quality and feature implementation.

3. Managerial Process Plans

3.1. Management objectives and priorities

The management approach for this project is based on dividing the work into clear, achievable tasks with well-defined deliverables. All tasks will be explicitly assigned and tracked, and communication will be maintained primarily through Discord and email. Accountability is ensured through the shared understanding that the success of the project depends on each member's commitment and timely completion of assigned responsibilities.

Progress will be reviewed regularly, particularly given the uncertainty surrounding the final scope and implementation of the system. Due to current skill levels and evolving technical knowledge, creating long-term deadlines and highly detailed deliverables may not be feasible at the initial stages. As the team advances through research, prototyping, and early development, more detailed and extended deliverables will be established.

Clear communication regarding team availability will be essential. This will be supported through recurrent check-ins during meetings held multiple times per week. Communication with sponsors and mentors will be coordinated by the designated liaison, who will relay relevant information to the appropriate team members.

3.2. Assumptions, dependencies, and constraints

This project proceeds assuming that no dedicated budget is available. Team members will rely on their personal smartphones and development equipment, and any university-provided resources or loaner programs accessible through standard procedures. It is also assumed that students will retain access to collaboration platforms and an appropriate indoor testing environment, which will be used throughout the semester for receiving feedback from the instructor and teaching assistants in alignment with the course schedule.

On the dependency side, the project relies on continued access to essential technologies, including the selected backend framework, primary UI libraries, and the platform's target SDKs and accessibility of APIs. The availability of suitable hosting or version control environments, as well as continuous integration tools or equivalent manual support, is also required. In addition, external data sources or third-party APIs must remain accessible if integrated into the system.

The project is constrained by the semester timeline and the absence of financial resources, making scope control and careful prioritization critical. Safety, privacy, and accessibility requirements impose necessary restrictions on system design decisions. Additional constraints include platform level policies, device level limitations such as battery life and performance, and the variability of indoor network or radio conditions, all of which may restrict feasible features or testing methods. If direct user studies become necessary, the team will obtain prior approval and operate under a minimal data collection principle to ensure ethical compliance.

3.3. Risk management

ID	Risk	Category	Likelihood	Description
R1	API Access Issues	Technical	Likely	The team may lose access to required SDKs, accessibility of APIs, or system permissions, which can restrict core feature development.
R2	Failure to Meet Sprint Deliverables	Managerial	Very possible	Planned sprint tasks may not be completed on time, causing schedule delays and reduced progress toward major milestones.
R3	Insufficient User Feedback	Technical	Not likely	Lack of feedback from real users, especially visually impaired individuals, may lead to poor design decisions and an ineffective navigation experience.

R4	Third Party Dependency Failures	Technical	Likely	The system may rely on external libraries such as text to speech, which could introduce instability if they become deprecated, updated incorrectly, or incompatible.
R5	Data Loss or Version Control Errors	Technical	Unlikely	Poor Git practices or local storage issues may lead to loss of source code, prototypes, or documentation.
R6	Limited Team Availability	Managerial	Likely	Team members may miss meetings or have limited availability, leading to delays, miscommunication, or incomplete work.
R7	Scope Creep	Managerial	Unlikely	Additional feature requests beyond the team's capacity may expand the project's scope and exceed time or resource constraints.

3.4. Monitoring and Controlling Mechanisms

Number	Area	Monitoring and Controlling Mechanisms
1	Reporting Mechanisms	<ul style="list-style-type: none"> • Daily or frequent Scrum stand ups for progress updates and blocker identification. • Milestone completion reports with supporting documentation. • Centralized risk and issue log reviewed regularly during stand ups.
2	Reporting Formats	<ul style="list-style-type: none"> • Standardized progress reporting template established by the team. • Milestone code reports including technical documentation such as README files. • Feature request forms to evaluate and prevent scope creep by confirming feasibility.
3	Review Mechanisms	<ul style="list-style-type: none"> • Weekly Scrum review meetings to assess progress and plan upcoming work. • Walkthroughs of completed system components to ensure adherence to quality and accessibility standards.
4	Quality Assurance (QA)	<ul style="list-style-type: none"> • Code reviews to maintain quality, readability, and consistency with coding guidelines. • Functional and non-functional testing to confirm successful code performance.
5	Configuration Management	<ul style="list-style-type: none"> • Version history and compatibility documentation to ensure consistency across releases. • Maintained changelog to record new features, revisions, and fixes for transparency.
6	Documentation Management	<ul style="list-style-type: none"> • Central repository for all code and documents, with sub-repositories or branches as needed. • Continuous updates to documentation during Scrum meetings to reflect recent changes. • Document reviews during code review cycles to ensure accuracy and completeness.

4. Technical Process Plans

4.1. Methods, tools, and techniques

4.1.1. Team Communication

Our team will employ an Agile, iterative development process with weekly check-ins to refine requirements, update design artifacts, and incrementally advance the prototype. This approach supports continuous improvement as new insights emerge during development.

Communication and collaboration will be conducted using several tools:

- **Discord** for real time communication, scheduling, and quick issue resolution.
- **GitHub** for storing source code, finalized documents, and version-controlled project artifacts.
- **One Drive** for collaborative documentation drafting, shared editing, and organizing reference materials.

These tools collectively support coordination, transparency, and traceability throughout the development of a lifecycle.

4.1.2. Tools and Technologies

Theia is designed to work with most smartphones on the market, including Android and Apple devices. To accomplish this, Theia will be developed using React 19 to enable cross-platform deployment from a single codebase, leveraging existing libraries to access device sensors. This approach allows us to utilize key components of the device beyond the touchscreen, such as the speaker, microphone, accelerometer, and gyroscope, which support the application's safety features. These components enable Theia to provide real-time auditory feedback and interpret user responses. Sudden changes in movement and orientation will be monitored for future evaluation of a candidate fall-detection capability.

To support development and ensure technical feasibility, the following tools and libraries will be used during the development of Theia:

- **React Native + Expo:** Used for cross platform development and UI design of Theia
- **React Native TTS:** Used to convert text on the user's screen into clear, easily understandable auditory output.
- **Local Storage:** Used to cache floorplans for performance; full offline navigation is not required for the initial release.
- **React Native Sensors:** Used to access the device's accelerometer and gyroscope for navigation cues and for future evaluation of a candidate fall-detection capability.
- **Environmental Analysis via Google Gemini:** Used in connection with the device's camera sensor to detect objects in real time by describing the users' immediate environment

4.1.3. Sensor Utilization:

Theia utilizes the following sensors on the user's device to maximize the applications functionality for the user:

- **Camera:** Enables Theia to view what is in front of the user for real time object detection

- **Microphone:** Allows the user to interact verbally and confirm safety during alerts or prompts
- **Speaker:** Allows Theia to provide the user with auditory instructions and alerts
- **Accelerometer:** Supports navigation by detecting changes in movement and will be evaluated for a candidate fall-detection capability in later iterations
- **Gyroscope:** Supports navigation by detecting changes in orientation and will be evaluated for a candidate fall-detection capability in later iterations

4.2. Software documentation

All project documentation will adhere to the structure and standards defined in the WRS template course. This includes:

- Detailed functional and non-functional requirements
- Issues analysis and improved understanding documentation
- Design notes and architectural descriptions
- Testing plans, including verification steps for core features

Also, a concise user guide will be developed to support the preliminary prototype demonstration. This guide will focus on accessibility, ensuring that visually impaired users can understand how to operate the system effectively.

Document	Template or Standard	Created By	Reviewed By	Target Date	Distribution
Issues Analysis Document	WRS Template	Whole Team	Instructor/Peers	September 14	Canvas Submission
Requirements Specification (WRS)	WRS Template	Whole Team	Instructor/Peers	December 1	Canvas Submission
Mockup Sketch of GUI	Team Formatted	Shaya Arya	Instructor/Peers	December 1	Canvas Submission
Description of user interfaces	Team Formatted	Shaya Arya	Instructor/Peers	December 1	Canvas Submission
AS-IS, TO-BE Project Power point slides	Power Point Slides (Team Formatted)	Julia Lee	Instructor/Peers	December 1	In Zoom
User Manual	Team Formatted	Shaya Arya	Instructor/Peers	December 1	Canvas Submission
Peer Review	Individually Formatted	Whole Team	Instructor	December 1	Canvas Submission
Final Project Plan	Project Plan Template	Whole Team	Instructor	December 1	Canvas Submission
Meeting Records	Standard Minutes	Julia Lee	Instructor	December 1	Canvas Submission
System Prototype Development	Code	Whole Team	Instructor	December 1	GitHub

System Prototype Presentation	Power Point Slides (Team Formatted)	Whole Team	Instructor	December 1	In Zoom
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4.3. Project Timeline

Week	Date Range	Deliverables
Week 1	Aug 18 – Aug 24	Form Team
Week 2	Aug 25 – Aug 31	Meet Team
Week 3 – 4	Sep 1 – Sep 14	Preliminary Project Plan
Week 5 – 6	Sep 15 – Sep 28	Continue elicitation and start issue analysis
Week 7	Sep 29 – Oct 5	AS-IS, TO-BE PowerPoint Slides
Week 8	Oct 6 – Oct 12	WRS, GUI Mockup, Description of User Interfaces, Revised Preliminary Project Plan, Meeting Records, Peer Review
Week 9 – 10	Oct 13 – Oct 26	Begin Phase II planning
Week 11 – 12	Oct 27 – Nov 9	Optional Phase II Checkup meeting
Week 13 – 14	Nov 10 – Nov 23	Work on phase II and begin Prototype development
Thanksgiving break	Nov 24 – Nov 30	-
Week 15	Dec 1	Project Phase II Final Submission, Prototype Demo