Plan van aanpak - PROJECT

Johannes Michel
Robbert van Nijnatten
Raymond Rohder
Vincent Stout
Kevin van der Vleuten

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Inhoud

Hoofdstuk 1

Achtergronden

1.1 Opdracht

Dit project is een augmented reality project in opdracht van Avans Hogeschool Breda, als onderdeel van de opleiding **Technisch Informatica**. Het project maakt gebruik van OpenCV voor motion detection en OpenGL voor de 3D graphics. Dit project zal computer gegenereerde beelden toevoegen aan reele beelden van de fysieke werkelijkheid. Het project zal worden geprogrammeerd in C en C++.

Text is formatted with: **bold**, *italic* and underline. Section 10.1 is part of chapter 10.

1.2 Projectnaam

Het project is genaamd: "PROJECT"

1.3 Opdrachtgever

Dit schoolproject heeft geen officiele opdrachtgever. De actuele opdrachtgever is dus Avans Hogeschool Breda. De eindbeoordeling zal worden gedaan door de periodecoordinator en andere docenten.

1.4 Organisatie

Het ontwikkelteam bestaat uit 5 Technisch Informatica studenten.

Tabel 1.1: Organisatie

Naam	Rol	Studentnr
Johannes Michel	Gitmaster	2060486
Robbert van Nijnatten	Projectleider	2052820
Raymond Rohder	Projectleider	1115099
Vincent Stout	Secretaris	2066962
Kevin van der Vleuten	Bugtracking	2059022

1.5 Stakeholders

De balanghebbenden van dit project zijn uiteraard de **gebruikers**. Zij leren de wereld en haar monumenten kennen door de applicatie te gebruiken. Daarnaast leren de **studenten** van het ontwikkelteam werken met 3D graphics, motion detection en augmented reality. **Basisscholen** kunnen het eindproduct ook toepassen tijdens topografie lessen.

1.6 Document structuur

Dit document is opgebouwd uit 10 hoofdstukken.

1. Achtergronden
2. Projectresultaat
3. Projectactiviteiten
4. Projectgrenzen
5. Tussenresulten
6. Kwaliteit
7. Projectorganisatie
8. Planning
9. Kosten en baten
10. Risico's

Hoofdstuk 2

Projectresultaat

2.1 Basics

Text is formatted with: **bold**, *italic* and underline. Section 10.1 is part of chapter 10.

2.2 Typesetting content

2.2.1 Equations

An example of an inline equation is: the derivative of x^2 is $2x$. Equation (10.1) shows a display equation:

$$\begin{aligned} y_0 &= \frac{\sqrt{256}}{2} \\ &= 2^3 = 8 \end{aligned} \tag{2.1}$$

2.2.2 Units

An easy way to work with (SI) units: $1\,\mathrm{Hz}$ is equal to $2\pi\,\mathrm{rad\,s^{-1}}$.

2.2.3 Figures

Here a figure named *logo.pdf* is inserted[1]:

Figuur 2.1: Caption example

[1] The *logo.pdf* file is located in the figs folder.

2.2.4 Tables

A table is shown in table 10.1.

Tabel 2.1: Caption example

Name	Grade	Year
John	7.5	2012
Richard	2	2010

2.2.5 Lists

Numbered

Creating a numbered list:

1. First entry
2. Second entry

Descriptive

Creating a descriptive list:

First entry

Second entry

2.3 Reference to bibliography items

First are reference to a website is made [**?**], then a reference to an article [**?**] and finally a reference to a book [**?**].

Good luck!

Hoofdstuk 3

Projectactiviteiten

3.1 Basics

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Hoofdstuk 4

Projectgrenzen

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Hoofdstuk 5

Tussenresultaten

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Hoofdstuk 6

Kwaliteit

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Hoofdstuk 7

Projectorganisatie

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Hoofdstuk 8

Planning

8.1 Basics

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Hoofdstuk 9

Kosten en baten

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Hoofdstuk 10

Risico's

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