facemash

CALEB **ALEXANDER**
JACK **CROSS**
RYAN **GONZALEZ**
DAVID **WILLIAMS**

ENGINEERING **100** SECTION **650**
GAMING FOR THE GREATER GOOD

NOVEMBER **9**, 2011

AGENDA

- Background

- What we've accomplished so far

- Tasks remaining

BACKGROUND

Why *facemash*?

BACKGROUND
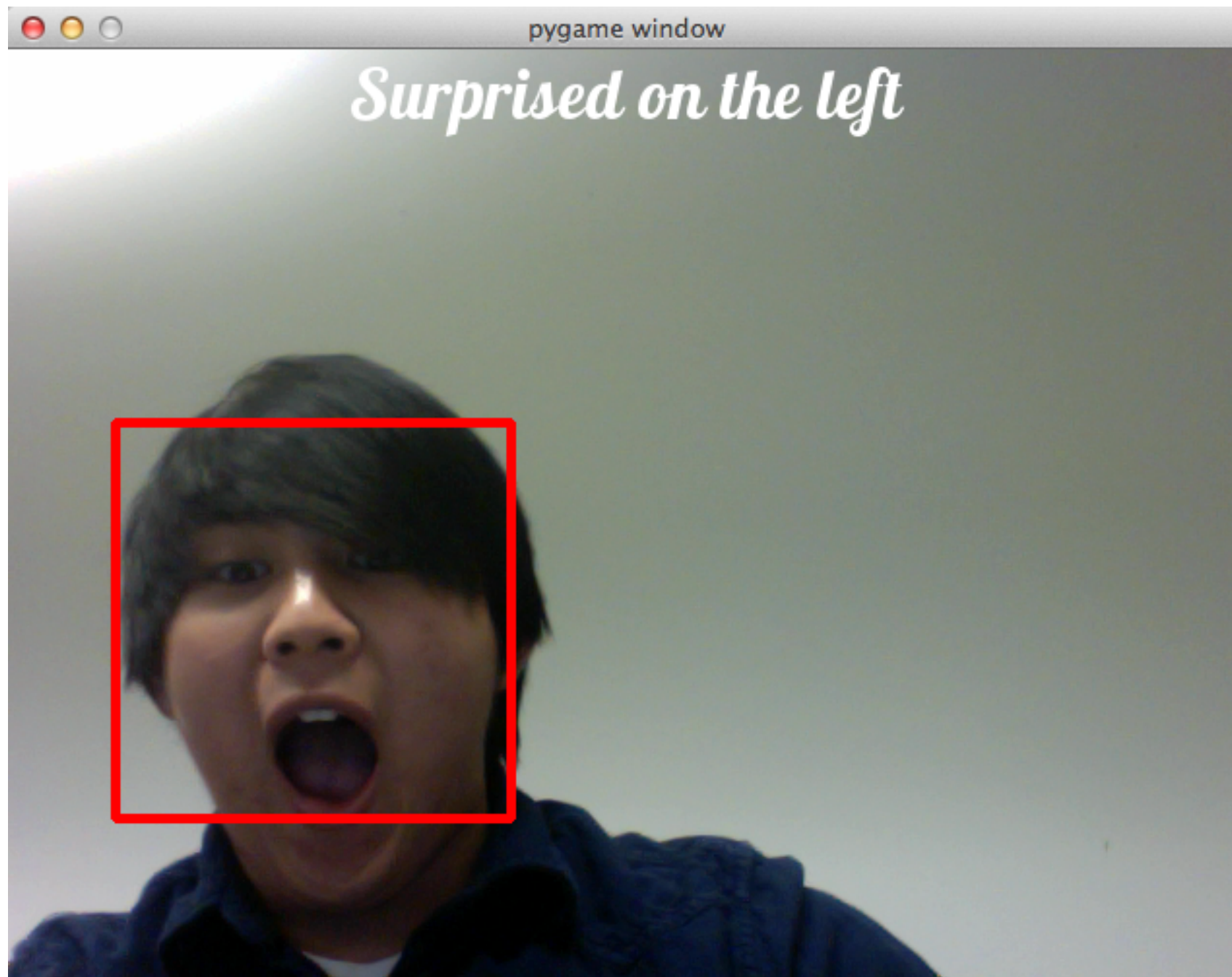
What is *facemash*?

BACKGROUND

WHAT WE'VE ACCOMPLISHED

- Prototype of Facial Recognition

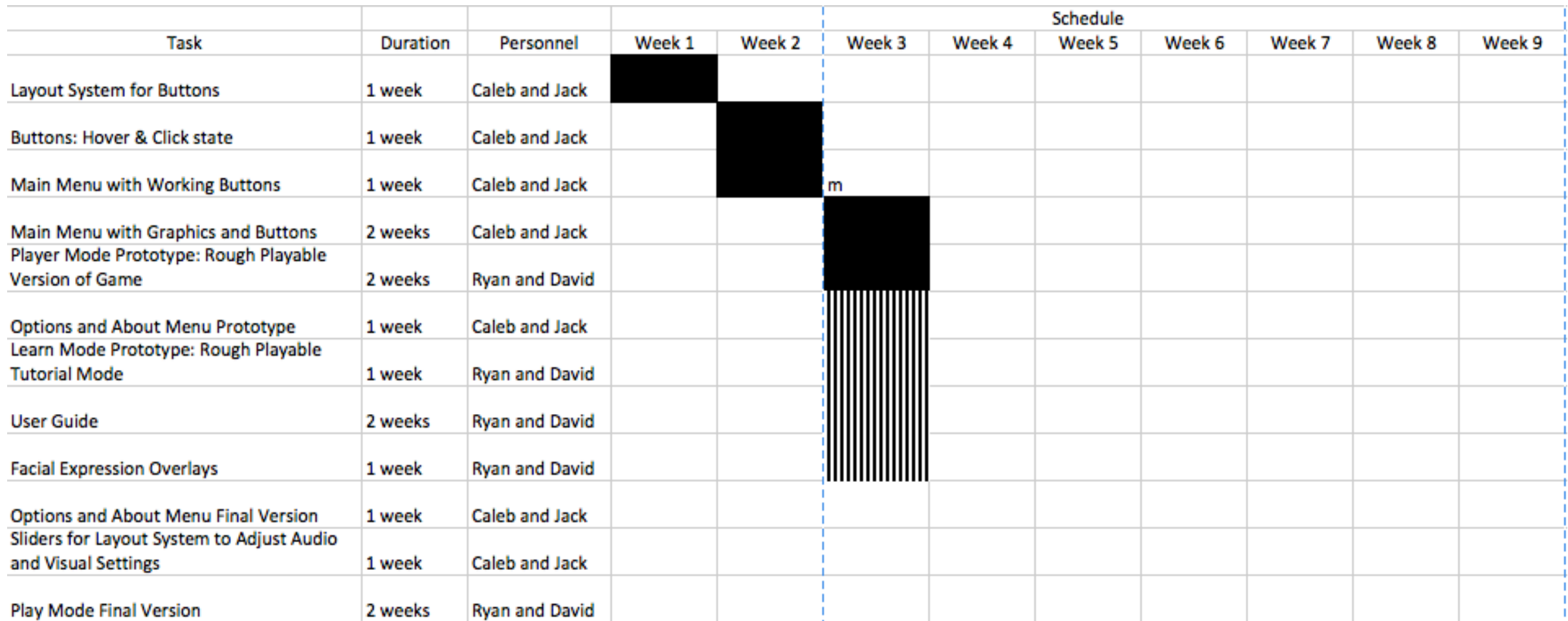- Prototype of "Play Mode"

- Prototype of Main Menu

TASKS REMAINING

- Perfect facial expression recognition software

- Perfect **Play Mode**

- Create prototype of **Learn Mode**

- Customize music, graphics, and difficulty

- Complete user documentation

GANTT CHART

Task	Duration	Personnel	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
					Schedule						
Layout System for Buttons	1 week	Caleb and Jack	■								
Buttons: Hover & Click state	1 week	Caleb and Jack		■							
Main Menu with Working Buttons	1 week	Caleb and Jack		■	m						
Main Menu with Graphics and Buttons	2 weeks	Caleb and Jack			■						
Player Mode Prototype: Rough Playable Version of Game	2 weeks	Ryan and David			■						
Options and About Menu Prototype	1 week	Caleb and Jack			‖						
Learn Mode Prototype: Rough Playable Tutorial Mode	1 week	Ryan and David			‖						
User Guide	2 weeks	Ryan and David			‖						
Facial Expression Overlays	1 week	Ryan and David			‖						
Options and About Menu Final Version	1 week	Caleb and Jack									
Sliders for Layout System to Adjust Audio and Visual Settings	1 week	Caleb and Jack									
Play Mode Final Version	2 weeks	Ryan and David									

Key	
To do	≡
Completed	■
In Progress	‖
Due	▦
Milestone	m

VERSION: 2.0
CREATED: OCTOBER 30TH
REVISED: NOVEMBER 6TH

Thank you!

RYAN **GONZALEZ:** **ryangonz**@umich.edu
JACK **CROSS:** **jjcross**@umich.edu
DAVID **WILLIAMS:** **davidyw**@umich.edu
CALEB **ALEXANDER:** **calexan**@umich.edu

facemash