IEP – Legal Report

Agreed deliverables of project components

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| **Agreed Deliverables** | **Milestones** | **Quality Gates** | **Who** | **When**  **(Completed By)** |
| Design algorithm for the transforming functions |  | Discussion and research | Muna, John | 13/11/2019 |
| Design algorithm for merging files |  | Discussion and research | Muna, James | 11/11/2019 |
| Design floor plan for the Kinect placements and room dimensions |  | Discussion and research of specifics of Kinect | Muna | 18/11/2019 |
| Implement code for interpolating data |  | Pseudo code for algorithm | Muna, John, James | 6/1/2020 |
| Implement code for transforming functions |  | Pseudo code of algorithm | Muna, James | 14/1/2020 |
| Implement code for merging files |  | Pseudo code for algorithm | John, James | 21/1/2020 |
| Design code for interpolating data |  | Discussion and research | John, James | 28/1/2020 |
| Add ability to manipulate playback of model by varying the level of zoom |  | Existing code that plays the skeletal data | James | 4/2/2020 |
| Research how to go about centrally storing data from multiple kinects |  | Discussion of intent | John | 7/2/2020 |
| Design algorithm for working out the position vectors between 2 adjacent joints |  | Discussion | Muna | 7/2/2020 |
| Implement system for storing data centrally (Azure) |  | Research | John | 11/2/2020 |
| Add ability to play, pause and fast forward dance being played back in system |  | Existing code that plays the skeletal data | James | 11/2/2020 |
| **Research how to go about supporting partner base dance** |  | **Implementation to support single based dancing, with recording from multiple Kinect v2s** | **John** | **18/2/2020** |
| **Implement the UI for final system** |  | **Design of UI** | **James** | **23/2/2020** |
| Rig 3D model to be implemented into unity |  | Model already created in Blender | Muna | 23/2/2020 |
| Design a UI for the final system |  | Current working system with minimal UI, so we know how to best design the final UI | Muna | 28/2/2020 |
| Refactor existing code |  | Existing codebase | James (All) | Continuous |
| Ensure code works well with unity |  | Existing code base | James | After every implementation of an algorithm |
| Research how to capture audio with the kinect |  | Discussion | John | 2/3/2020 |
| **Design algorithm for code to support partner-based dancing** |  | **Implementation to support single based dancing, with recording from multiple Kinect v2s** | **John** | **6/3/2020** |
| Implement algorithm for generating a likeness score |  | Design of algorithm | Muna | 6/3/2020 |
| Stitch together data from 4 kinects |  | Discussion and research | All | 23/3/2020 |
| **Design algorithms for generating a likeness score** |  | **Code for returning the position vectors of the existing code** | **Muna** | **23/3/2020** |