HIT3061 – Software Team Project - Semester 2, 2013

Leap Motion Development

Project Plan

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**Table 1. Document Change Control**

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| --- | --- | --- | --- |
| Version | Date | Author | Changes |
| 0.1 | 02/09/2013 | Joshua Stopper | Create Document  Create Content Areas  Names added |
| 1.1 | 02/09/2013 | Daniel Corsaletti | Filled in sections in 2 and 3 |

**Table 2. Document Sign Off**

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| Name | Signature | Date |
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# 1 - Introduction

## 1.1 - Purpose of Document

*Explain what this document is to be used for and who should read it and how it will assist the project development.*

The purpose of this document is to specify the details of the project. This includes who the development team is and whom the key stakeholders are, the objectives and boundaries of the project, the deliverables and schedule as well as the resources and risks associated with the processes due the project.

## 1.2 – Background

Over one year ago, Dr. Phillip Michael from the Royal Victorian Eye & Ear hospital discovered the capability of the Leap Motion Controller to track 1/100th of a millimeter changes in the location of fingers at up to 200 times a second. In an attempt to advance the state of the industry, Dr. Phillip Michael has brought the project to Swinburne University to make the advancement a reality.

In collaboration with Swinburne University, Dr. Phillip Michael and select students, the Leap Motion Controller will attempted to be used to detect tremors in surgeons hands whilst outputting to a display a variety of details about select points of the hand and fingers.

In continued analysis by Dr. Phillip Michael of the Leap Motion Controller and what can be achieved, the use cases attributed with controller expanded from not only surgeons hand but also to patients with Parkinson’s disease. The controller and developed software in this case will provide Drs. as well as patients the ability to see the level of progression of the disease, as well as whether or not medications to treat the disease are working.

## 1.3 - Key Project Personnel

### 1.3.1 - Client

Dr. Phillip Michael of the Royal Victorian Eye & Ear Hospital is the client who brought the project to Swinburne University of Technology.

### 1.3.2 - Stake holders

**Unit Convener:** Ryszard Kowalczyk

Professor Ryszard is the unit convenor for Software Team Project. As convenor, Professor Ryszard ultimately decides whether or not the work completed is satisfactory. Professor Ryszard also provides a secondary (elevated) point of contact for the team in the event that there is an issue that can’t be resolved internally.

**Project Supervisor:** Caslon Chua

Caslon Chua is the project supervisor for this project. Caslon decides whether or not the work completed is satisfactory. Caslon also provides a first point of contact for the team in the event that there is an issue that can’t be resolved internally.

**Swinburne Project Contact:** Mark Schier

As a client contact, Mark has an interest in the outcome of the project, as he would like to see the project succeed. Mark has domain knowledge that will be useful to the project.

**Development Team:** Daniel Corsaletti

As a student enrolled in Software Team Project, the success or failure of this project will directly affect the received mark for this unit.

Role:

**Development Team:** Joshua Stopper

As a student enrolled in Software Team Project, the success or failure of this project will directly affect the received mark for this unit.

Role:

**Development Team:** Shengwei Li

As a student enrolled in Software Team Project, the success or failure of this project will directly affect the received mark for this unit.

Role:

**Development Team:** Minh Duc Nguyen

As a student enrolled in Software Team Project, the success or failure of this project will directly affect the received mark for this unit.

Role:

**Development Team:** Tran Xuong Tran

As a student enrolled in Software Team Project, the success or failure of this project will directly affect the received mark for this unit.

### 1.3.3 - Project Supervisor, Team Leader and key Project Members

*This is where you list your team. Name people.*

**Project Supervisor:** Caslon Chua

Email: cchua@swin.edu.au

**Project Client:** Michael Phillips

Email: philip.michael@me.com

Mobile: 0468 756 960

**Project Member:** Daniel Corsaletti

Email: 6450458@student.swin.edu.au

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**Project Member:** Minh Duc Nguyen

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Mobile: 0412 179 265

**Project Member:** Tran Xuong Tran

Email: 6700691@student.swin.edu.au

Mobile: 0433 345 105

# 2 - Terms of Reference

## 2.1 - Goals

*Provide a very brief description of what the project is intended to achieve and who are the intended user group.*

To develop software that will interface with the leap motion controller and detect the level of tremor in the hand.

The target audience is varied. Firstly, the software developed will be for surgeons who want to test the level of tremor in their hand pre-operation. Additional goals that would hopefully be achieved are being able to use the software to visualize improvement in steadiness and movement in an individual’s hands and to hopefully be useful for patients with conditions like Parkinson’s.

## 2.2 - Objectives

*Identify the objectives (about 3 to 10) of the project that are at a high level breakdown of the goal. The project will be measured by whether these objectives are met. The objectives should be measurable statements if possible. List the objectives in order of importance. Clearly, the client must approve the list of objectives.*

1. Display the level of tremor in the hand in Hertz (metric) to a display
2. Software contains brief tutorials in use of the software
3. Software contains instruction in the use of the software in real time.
4. Software provides a means to export the data recorded by the leap motion device to a file
5. Software provides a means to import the data saved to a file for analysis, replay
6. Software provides a means to replay two sets of data for comparison

## 2.3 - Scope

*Define the boundaries of the project. Specify what the project will and will not accomplish and the earliest start and latest finish dates.*

*\*\*\* This is very important \*\*\**

The project will be used as a reliable and easy way to identify and track tremors in a user’s hands. The aim of this project is to identify when a tremor occurs in a user, however this will not be used to give a rating on how steady a user’s hands are.

Initially we believed this project will be used to help identify whether a surgeon should be operating or not, however we have discovered that it will be used by someone to track the tremors in their hands. It seems that this project will be used to give a visual representation to the idea of a user having varying tremors under different circumstances.

The final outcome of this project will allow a user to track how their hands move under varying circumstances by giving them a visual representation of the tremors in their hands which they can compare to their previous uses. We have planned to initially only gather this information from a user holding a steady hand over the leap motion sensor, however as per Phillip’s request, if we find we have the necessary time and capabilities we may try to test for steadiness by other methods, like drawing a horizontal line with a pen and analyzing how straight its path remains.

Primary development on this project will mainly consist of using the Leap Motion API to develop some JavaScript applications that allow us to track movements of a user’s hands. Once we have got the software in place we must put a lot of effort into correctly analyzing a tremor in hand movement. With the API already available this project may be finished relatively early, however if this is the case we must try as hard as possible to incorporate Phillip’s request for the program and allow it to run multiple types of tests.

## 2.4 - Critical Success Factors

*Identify the factors (about 3 to 6) which have the most influence on the success of the project. These should be based on your objectives, but they are NOT THE SAME.*

*They are ways of measuring if you’ve met the objective. Discuss Usability Requirements, metrics and specifications.*

*Identify those factors which if absent will cause the project to fail.*

1. The accuracy of measuring a tremor in a hand is incredibly accurate. We need to gather an accurate reading and be able to correctly calculate the frequency and amplitude of it
2. The Leap Motion device should be easily used by surgeons, and our software must make it easy to interface with. The aim of this project was to gather this data in a cheap and easy method, so it must get accurate data easily
3. We need to maintain a great degree of communication with the client while we develop this project. Constant input and feedback from the client will ensure that this project is really suited to their needs.

## 2.5 - Acceptance Criteria

*Briefly describe what will be considered acceptable by the customer. Explain how the client will determine if the software is acceptable. Refer to the Scope and Critical Success Factors above. (Look up acceptance testing)*

For the client to accept this project they will have to determine whether the project we have created for them is an effective and accurate way of capturing tremors in a user’s hands. If the program is not able to effectively measure these tremors, whether by error of calculation or an issue with the leap motion use, then the project will not be a success and the client will not accept it. If the project does effectively capture all of this data, it will still have to be easily useable by the client. The client already has methods of capturing this data, however these methods are expensive and difficult, meaning if our project can gather data easily it will be a success and can be accepted by the client.

# 3 - Establishment

## 3.1 - Processes, Procedures and Standards

*Summarize the User-Centered Design Process that YOU will use*

* *Focus on the Procedures and the Standards that will be used for the project.*
* *Be specific to this project.  Discuss the impact of the process on the project and explain why the use of processes is of benefit to the project.  Discuss the formal and informal usability testing procedures to be included in the project at each stage.  Discuss the Design Guidelines to be used.  Describe the lifecycle, phases and the stages to be undertaken.  This section should refer to the methodology used.*

## 3.2 - Project Environment

*Identify work places, computers, user accounts, server accounts, DBMS, and stationary required for software development, and later for software deployment.*

Each team member is equipped to develop and contribute to the project. Each member has a computer and is able to access the freely available JavaScript API for Leap Motion development and the Leap Motion devices are being rotated between each team member, allowing everyone to have an input. The software will be available to run in any internet browser so long as the Leap Motion device has been installed and the final product will be compiled into an application.

## 3.3 - Project team skill development requirements

*Identify any training necessary for members of the project team.*

Team members need to familiarize themselves with JavaScript development as it is the preferred development language for the team. Everyone will then be required to learn how to develop applications for Leap Motion using the Leap Motion API. We must also research a great deal about hand tremors to ensure we are able to identify and track them precisely.

# 4 - Activities, Deliverables and Capital Resources

## 4.1 - Deliverables

Describe the types of deliverables that will be made and how they will be delivered. Discuss what is expected to happen at each type of deliverable.

deliverables are things you give to the client or the project supervisor.

## 4.2 - Activities and Tasks

Using the phases, stages and activities defined in the selected process or lifecycle, identify the activities to be executed to produce each deliverable. Define the tasks for each type of activity.

# 5 - Resources

## 5.1 - Organisation and Structure

A goal is achieved by doing any activities. Each activity is divides up into many tasks.

Describe the organisational structure that will be used during the project. Be sure to include every role (especially business users who will be interviewed during the requirements modelling and those involved in acceptance testing).

This is not just your team. It is anyone else who has direct interaction with the software – e.g. clients who test it or are interviewed about it, and other members of their organisation.

# 6 - Risks

Discuss any major risks that could affect your project plan.

This is not a full risk analysis but more of a look at the risks that affect the running of the project

For each Risk record the following:

* Rank
* Name
* Description
* Likelihood of occurrence
* Severity
* Strategy for mitigation (prevention)
* Contingency or fall-back position should the risk manifest itself. (plan B)- not an  elaboration of the mitigation strategy.

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# 7 - Schedule

## 7.1 - Delivery Phases

### 7.1.1 - Overview

Take this seriously. When things start to go wrong, you will be expected to follow the strategies outlined here. Explain mitigation strategies in detail. Number each strategy and place the number in the table above

Include and executive-style summary of the schedule that shows the critical delivery dates and discusses the reasons for the critical path and the end date. Identify, number and name the Delivery Phases (or releases that will occur).

### 7.1.2 - Delivery Phase 1 <Name>

List all the requirements for this Delivery Phase. List all deliverables for this Delivery phase and the state they are required. List all Issues to be resolved for this delivery phase.

### 7.1.3 - Delivery Phase 2 <Name>

There will be more than one delivery phase Are you going to supply beta versions for testing? Alpha versions?

### 7.1.4 - Delivery Phase 3 <Name>

### 7.1.5 - Delivery Phase 4 <Name>

## 7.2 - External Dependencies

Describe any inputs from external parties that are required to ensure that the schedule is met.

## 7.3 - Assumptions

Describe any assumptions that have been made in arriving at the schedule. These may be critical to the implementation of the software.

## 7.4 - Project Time Line

Insert a Gantt chart or some other type of time line. You do not have to use Microsoft Project. Acceptable Gantt charts can be created using Excel or various graphics programs or can be hand-drawn. For each task, show the deadline, task description and who is allocated to each task (your team members). Often it is better to allocate 2 people to each task in case one becomes unavailable (breaks a leg).

# 8 - Budget

Since no-one is being paid for this project, express your budget in terms of hours. Each team member should contribute equally, and time spent actually writing software should be about (80 hours x number of team members). Total time allocation for each student should not exceed 10 hours per week.

Estimate and record the following:

* Approved Budget for the project (time)
* List all chargeable activities and the time allowed
* List all time expended so far

# 9 - References:

If you’ve got information from published sources, show where it came from. Put a superscripted number after the place in the report where the information is used, and list the details of the reference here.

1. Hamlyn-Harris, J H , “DEVELOPMENT OF A COMPARATIVE WEAR TEST FOR PVD COATED HELICAL ENDMILLS", Proc. "Materials Conservation, Materials Research Forum 1997, Centre for Advanced Materials Technology (CAMT), Monash University, Melbourne, 1997, pp. 49-52.

Don’t forget the page numbers. No-one want’s to read an entire book just to check one little fact.

# 10 - Bibliography:

list the page numbers you used!

This is a reading list for you! If you’ve got these books, fish them out and look up the appropriate parts.

Interaction Design: Beyond Human Computer Interaction, J. Preece, Y. Rogers and H. Sharp, John Wiley, New York, 2002. Software Engineeing, Theory and Practice, Shari Lawrence Pfleeger, Prentice Hall, NJ, USA, 1998.

Software Engineering 6th. Edition, Ian Sommerville, Addison-Wesley, Harlow England, UK, 2001. Cost-Justifying Usability, J Mayhew, R Bias, Academic Press, Boston, USA, 1994.