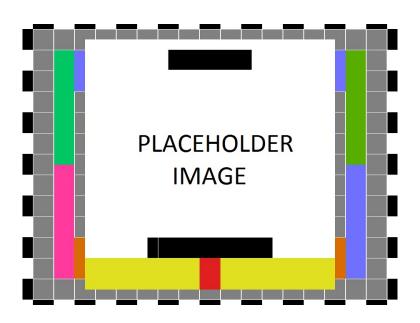
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING THE UNIVERSITY OF TEXAS AT ARLINGTON

PROJECT CHARTER CSE 4316: SENIOR DESIGN I SUMMER 2018



THE BREW CREW AUTOMACTIC BOIL MANAGER

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REVISION HISTORY

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1	Example sprint burndown chart		8
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1 Vision

Our goal is to fully automate the boil management stage of the beer brewing process.

2 Mission

The ultimate aim is to make managing the boil a fully automated process which can be handled without human labor.

3 Success Criteria

!!!!LEAVE BLANK FOR NOW!!!

4 BACKGROUND

The idea belonged to the professor of this course. We took it on because it sounded like an enjoyable challenge.

5 RELATED WORK

Work from Computer Engineering courses could be of use for this project. Such as Embedded Systems for retrieving a temperature and creating a Timer, as well with Electronics for making a motor or creating the electrical portion for the product and etc.

6 System Overview

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7 ROLES & RESPONSIBILITIES

Peter Dang

Some strengths that I possess would be some Embedded and Electrical Hardware skills that I can put on the table. I am pretty comfortable with the Embedded Systems work while continually working with students as a T.A. I can also contribute a little bit as a Scrum Master since I am quite familiar with everybody in the group, and can exchange information with others to meet deadlines.

Matt Draft

Write a half paragraph

Eddie Molina

Write a half paragraph

Marco Paramo

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Van Ta

Write a half paragraph

Robert Villazana

Write a half paragraph

8 FACILITIES & EQUIPMENT

Facilities that can be used would of course be the Senior Design Lab. We can also use the Embedded Systems Lab when not occupied with Peter's access.

9 Cost Proposal

9.1 Preliminary Budget

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9.2 Current & Pending Support

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10 DOCUMENTATION & REPORTING

In this section, you will describe all of the various artifacts that you will generate and maintain during the project lifecycle. Describe the purpose of each item below, how the content will be generated, where it will be stored, how often it will be updated, etc.

10.1 PROJECT CHARTER

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10.2 PRODUCT BACKLOG

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10.3 SPRINT PLANNING

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10.3.1 SPRINT GOAL

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10.3.2 SPRINT BACKLOG

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10.3.3 TASK BREAKDOWN

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10.4 SPRINT BURNDOWN CHARTS

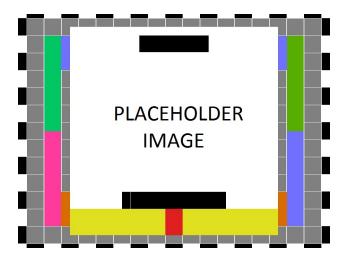


Figure 1: Example sprint burndown chart

10.5 SPRINT RETROSPECTIVE

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10.6 INDIVIDUAL STATUS REPORTS

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10.7 Engineering Notebooks

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10.8 CLOSEOUT MATERIALS

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10.8.1 System Prototype

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10.8.2 PROJECT POSTER

10.8.3 WEB PAGE

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10.8.4 DEMO VIDEO

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10.8.5 SOURCE CODE

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10.8.6 Source Code Documentation

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10.8.7 HARDWARE SCHEMATICS

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10.8.8 CAD FILES

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10.8.9 INSTALLATION SCRIPTS

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10.8.10 USER MANUAL