

No.	Tasks	Duration (days)	Start	Finish	Predecessors	Matthew	Tsz Kiu	Yick	Jonathan	Lucas (IT)
2	<b>Project Planning</b>	8	Thu, 5/3/20	Fri, 13/3/20	-	-	-	-	-	-
3	Plan Project Management and Collaboration Tools	1	Thu, 5/3/20	Fri, 6/3/20	-	A	R	R	-	-
4	Setting up Meeting Logistics	1	Thu, 5/3/20	Fri, 6/3/20	-	A	R	R	C	-
5	Plan Project Proposal	7	Fri, 6/3/20	Fri, 13/3/20	3,4	R	A	R	I	-
6	<i>Project Planning Done!</i>	0	Fri, 13/3/20	Fri, 13/3/20	5	-	-	-	X	-
7	<b>Project Discovery</b>	42	Fri, 13/3/20	Fri, 24/4/20	-	-	-	-	-	-
8	Choosing Pose Estimation Algorithm	7	Fri, 13/3/20	Fri, 20/3/20	6	R	R	A	-	-
9	Researching on Gesture Recognition Techniques	7	Fri, 13/3/20	Fri, 20/3/20	6	R	R	A	-	-
10	Discovering Music Synthesis Software	7	Fri, 13/3/20	Fri, 20/3/20	6	R	A	R	-	-
11	Documenting Team Baseline Plan (Assignment 1)	11	Mon, 13/4/20	Fri, 24/4/20	6	R	R	A	X	-
12	<i>Project Discovery Done!</i>	0	Fri, 24/4/20	Fri, 24/4/20	8,9,10,11	-	-	-	I	-
13	<b>Hardware Set-Up</b>	20	Sat, 21/3/20	Fri, 10/4/20	-		-	-	-	-
14	Requesting for Virtual Machine from MSE-IT Support	4	Sat, 21/3/20	Wed, 25/3/20	8	A	R	R	I	R
15	Installing software environment for Pose Estimation to run on	8	Wed, 25/3/20	Thu, 2/4/20	14	A	R	R	-	C
16	Setting up Audio and Video live streaming	4	Mon, 6/4/20	Fri, 10/4/20	15	A	R	R	-	C
17	<i>Successfully run pose estimation program!</i>	0	Fri, 10/4/20	Fri, 10/4/20	16	-	-	-	I	-
18	<b>Pose Estimation System Development</b>	24	Fri, 10/4/20	Mon, 4/5/20	-	-	-	-	-	-
19	Develop communication system between Pose Estimation and Gesture Recognition Program	5	Fri, 10/4/20	Wed, 15/4/20	17	A	R	R	-	-
20	Reduce pose estimation GPU consumption down to GPU Specifications	3	Wed, 15/4/20	Sat, 18/4/20	19	R	R	A	-	C
21	Run tests and check accuracy of output keypoints	16	Sat, 18/4/20	Mon, 4/5/20	20	R	R	A	-	-
22	<i>Pose Estimation Algorithm Done!</i>	0	Mon, 4/5/20	Mon, 4/5/20	21	-	-	-	I	-
23	<b>Gesture Recognition System Development</b>	137	Mon, 20/4/20	Fri, 4/9/20	-	-	-	-	-	-
24	Defining a list of workable gestures to map using keypoints	11	Mon, 20/4/20	Fri, 1/5/20	9	R	A	R	-	-
25	Finding and creating training datasets of human body gestures	21	Fri, 1/5/20	Fri, 22/5/20	24	R	R	A	-	-
26	Creating a software system to recognize human gestures with Artificial Intelligence	77	Fri, 22/5/20	Fri, 7/8/20	25	R	R	A	-	-
27	Running tests to ensure both pose and gesture programs meet GPU specifications	14	Fri, 7/8/20	Fri, 21/8/20	26	R	R	A	C	C
28	Running tests datasets on Gesture Program to observe accuracy	14	Fri, 21/8/20	Fri, 4/9/20	27	R	R	A	C	-
29	<i>Gesture Recognition System Done!</i>	0	Fri, 4/9/20	Fri, 4/9/20	28	-	-	-	I	-
30	<b>Music Synthesis System Development</b>	76	Fri, 24/4/20	Fri, 11/9/20	-	-	-	-	-	-
31	Choosing a real-time audio synthesising software	4	Fri, 24/4/20	Tue, 28/4/20	10	R	A	R	-	-
32	Developing a communication system between Gesture and Music program	14	Fri, 7/8/20	Fri, 21/8/20	26,31	A	R	R	-	-
33	Researching audio synthesising techniques of interest	7	Mon, 20/4/20	Mon, 27/4/20	-	R	A	R	-	-
34	Defining Musical Parameters to Control	16	Mon, 20/4/20	Wed, 6/5/20	33	R	A	R	-	-
35	Creating a Gesture to Musical Parameter Control System	20	Tue, 4/8/20	Mon, 24/8/20	34	R	A	R	-	-
36	Running tests to ensure the generated audio reflects the parameters controlled by gestures	15	Thu, 27/8/20	Fri, 11/9/20	35	R	A	R	C	-
37	<i>Music Synthesis System Done!</i>	0	Fri, 11/9/20	Fri, 11/9/20	36	-	-	-	I	-
38	<b>Integrating into Single Prototype System</b>	21	Fri, 4/9/20	Fri, 9/10/20	-	-	-	-	-	-
39	Testing Live streaming output of each subsystem	7	Fri, 4/9/20	Fri, 11/9/20	22,29,37	A	R	R	-	-
40	Complete Tests based on standard from a defined rubric	7	Fri, 18/9/20	Fri, 25/9/20	39	R	R	A	C	-
41	Documenting test results	7	Fri, 2/10/20	Fri, 9/10/20	40	R	A	R	I	-
42	<i>Prototype System Done!</i>	0	Fri, 9/10/20	Fri, 9/10/20	41	-	-	-	I	-
43	<b>Project Presentation</b>	21	Fri, 9/10/20	Fri, 30/10/20	-	-	-	-	-	-
44	Endeavour Exhibition	7	Fri, 9/10/20	Fri, 16/10/20	42	R	A	R	X	-
45	Oral Presentation	14	Fri, 30/10/20	Fri, 13/11/20	42	R	A	R	X	-
46	Final Report	21	Fri, 9/10/20	Fri, 30/10/20	42	R	R	A	X	-