Project Management Plan

1. Project Overview – What is it all about?
   1. This application uses face detection and feature recognition to respond to users as they enter or exit a room. A webcam is set up to point toward the entrance of the room. When a user enters, the program can respond with an action that has been tailored to that user. Before using the application, each user must train the application with pictures of this/her face from various angles and in different lighting conditions. Additionally, each user must define how they want the software to react when they enter/leave the webcam’s field of view. The GUI of the application will allows users to set up profiles that specify how the program should behave.
2. Applicable Standards
   1. Coding Standard
      1. Generally, we should follow the standard defined by Microsoft for .NET programming [here](https://msdn.microsoft.com/en-us/library/Ff926074.aspx). However, there are a few exceptions and additions:
         1. Do not use the ‘var’ variable type. It is always best to be as unambiguous as possible when declaring variables. Using ‘var’ only increases the chance of potential confusion.
   2. Document Standard
      1. Font Size: 11
      2. Headings: Calibri, 14, Bold
      3. Spacing: At least one line break between sections, perhaps a line separator as well
   3. Artifact Size Metric Standard
      1. Let’s choose a realistic amount of time that any one of us might spend on the project in one day: 2 hours. 1 Size Point can be equivalent to 2 hours of work by a person with our average amount of experience. For example, a class that would take the average person on our team 8 hours to write would be measured at 4 SP.
         1. How to determine what “2 hours of work” really is?
3. Software Life Cycle Process
   1. Weekly Status meetings- Describe what you did during the week, problems you had, what you plan to work on during the next week.
      1. Create issues on Github that describe the tasks that will be worked on.