

Task #	Task Description	Start date	Expected Finish date
1	Research libraries that can transfer speech to text	10/28/19	11/4/19
2	Research different AR devices to use	10/28/19	11/4/19
3	Research graphics engine to produce text bubbles on AR machine	10/28/19	11/4/19
4	Develop software in the AR device that captures voice	11/11/19	11/24/19
5	Develop software that locates where the verbal sound originates	11/24/19	12/21/19
6	Test current prototype (post task 5) in different environments/setting	12/26/19	1/6/20
7	Develop and implement system to translate recorded voice to text	1/6/20	1/13/20
8	Develop graphics in unity engine to display text bubbles	11/24	1/24
9	Test post Task 8 prototype in different environments/ settings	2/24	3/16
10	Develop Graphics Factory class such	2/24	3/16

	that different AR devices can be used		
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Effort matrix

# Effort matrix

