

Project name

Greenhouse AI Waterkers

Project owner

Alexander D'hoore

<div><div>Purpose</div><div>What is the intent of this project? Why are we doing this project?</div><div>Een AI model trainen die kan gaan detecteren hoe oud waterkers is</div></div>	<div><div>Scope</div><div>What does this project contain? What does this project not contain?</div><div>Data verzamelen Data verwerken tot verschillende datasets AI model trainen</div></div>	<div><div>Success Criteria</div><div>What do we need to achieve in order for the project to be successful? How can the Success Criteria be measured?</div><div>Een stand alone device dat aan de hand van een foto kan gaan bepalen hoe oud waterkers is en weergeven via een display</div></div>
<div><div><div><div>Milestones</div><div>When will we start the project and when is the final deadline ? What are the key milestones and when will they occur? How can the milestones be measured?</div><div><div><div></div><div></div><div></div></div></div></div><div><div>26/09 is de start van het project en planten we de waterkers</div><div>dagelijks nemen we foto's van het zijaanzicht om tegen 17/10 de 3 verschillende datasets te hebben (validatieset, trainingsset en testset)</div><div>om het model te trainen</div><div>Tegen 7/11 een dashboard om de info op weer te gegeven</div><div>22/11 is de deadline om alles klaar te hebben zodat we een presentatie in een school kunnen geven</div></div></div></div>		
<div><div><div><div>Actions</div><div>Which activities need to be executed in order to reach a certain milestone?</div><div><div><div></div></div><div>Waterkers planten Foto's van zijaanzicht nemen op regelmatige basis Foto's labelen Foto's sorteren in datasets Materiaal bestellen AI model trainen Dashboard maken School contacteren Bestellingen plaatsen</div></div></div></div><div><div>Outcome</div><div>What is the end result?</div><div><div>- A book - A website - An event</div></div></div></div>		
<div><div>Team</div><div>Who are the team members? What are their roles in the project?</div><div>Esteban Desmedt Lennart Fonteyne Lynn Delaere</div></div>	<div><div>Stakeholders</div><div>Who has an interest in the success of the project? In what way are they involved in the project?</div><div>Onderzoeksteam</div></div>	<div><div>Users</div><div>Who will benefit from the outcome of the project?</div><div>Onderzoeksteam</div></div>
<div><div>Resources</div><div>What resources do we need in the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge)</div><div>Rasberry Pi Pytorch Streamlit</div><div>Edge Impulse Waterkers Camera</div><div>Kennis AI</div></div>	<div><div>Constraints</div><div>What are the known limitations of the project? - Physical (office, building, server) - Financial (money) - Human (time, knowledge, politics)</div><div>Weinig kennis in AI Vertraagde bestelling</div></div>	<div><div>Risks</div><div>Which risks may occur during the project? How do we treat these risks?</div></div>