
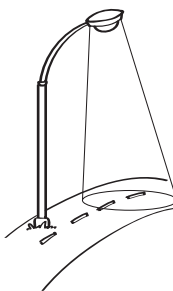
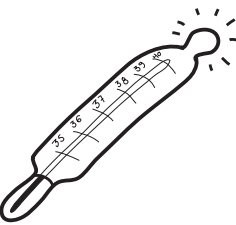



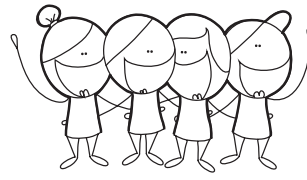
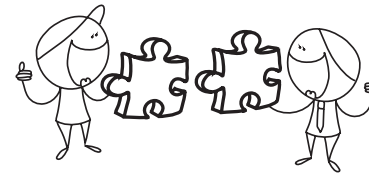

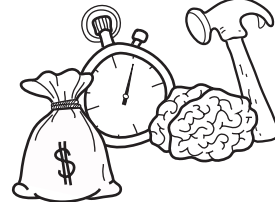




Project name Interactive Wall

Project owner Pedro Calleeuw

<div><div>Purpose</div><div>What is the intent of this project? Why are we doing this project?</div><div></div><div>An interactive soundboard to learn and to play. This could be used in kindergarden.</div></div>	<div><div>Scope</div><div>What does this project contain? What does this project not contain?</div><div></div><div><div>- Physical board with drawings</div><div>- Sound library</div><div>- Speaker for sound</div></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></div><div><div>- Reading signal</div><div>- The right sound with the corresponding signal</div><div>- Nice design</div></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>Sprint 1: Requirements -> Think about project and order the components</div><div>Sprint 2: First prototype -> Read 1 signal and write 1</div><div>Sprint 3: A fully functioning soundboard with multiple sounds</div><div>Sprint 4: Fix all bugs and finish the design</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>Sprint 1: Think about the concept and order the necessary components for this concept.</div><div>Sprint 2: Make sure 1 symbol works, we can read the electrical signal coming from the microcontroller and we can connect the right sound with the right signal.</div><div>Sprint 3: We can read multiple signals and connect these with the right sounds. There is a design for the board.</div><div>Sprint 4: We fix all the bugs out of the hardware and software and we work on the design of the board.</div></div><div><div><div>Outcome</div><div>What is the end result?</div><div></div><div><div>- A book</div><div>- A website</div><div>- An event</div></div></div></div></div></div></div></div>		
<div><div>Team</div><div>Who are the team members? What are their roles in the project?</div><div></div><div><div>Luca De Clerck</div><div>Xander De Smet</div><div>Simon Haesaert</div><div>William Rogov</div></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></div><div><div>De project coaches</div><div>De gebruikers</div><div>(VIVES)</div></div></div>	<div><div>Users</div><div>Who will benefit from the outcome of the project?</div><div></div><div><div>The VIVES. For example on an open day the little children can learn and play with the board. Keeping them busy while the adults visit the campus.</div></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></div><div><div>- Bare Conductive Board</div><div>- Sprints (time)</div><div>- A place to work on the VIVES campus</div><div>- Money for the components</div></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></div><div><div>The amount of I/O pins.</div><div>The capacity of the microcontroller is very small so we cant connect big components to this.</div></div></div>	<div><div>Risks</div><div>Which risks may occur during the project? How do we treat these risks?</div><div></div><div><div>Little children playing can cause harm to the board</div></div></div>