

Project name

PX2 - Remote control car

Project owner

Pedro Calleeuw

<div><div>Purpose</div><div>What is the intent of this project? Why are we doing this project?</div><div>Besturen van auto op afstand via een stuur en pedalen met de P.O.V. van de auto via een VR bril. De twee auto's kunnen racen tegen elkaar op een circuit met een timing systeem.</div></div>	<div><div>Scope</div><div>What does this project contain? What does this project not contain?</div><div>Wel: Besturing ombouwen, camera met bril verbinden, start-finish systeem met timing enz., wifi Niet: geen custom hardware</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>Besturing is omgebouwd VR-bril is verbonden met camera Headtracking werkt</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>Communicatie tussen stuur en pedalen met auto headtracking met camera een werkend start-finish systeem</div><div>"Powermanagement" extra scherm om de auto te volgen</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>Powermanagement</div><div>- meten van spanning - aankopen materiaal - schema - testen</div></div><div><div>Comm tussen stuur/pedalen met auto</div><div>- onderzoek - USB in rasp en data binnenlezen - programma schrijven lineair -> PWM - PI verbinden met originele controller</div></div><div><div>Start-finish</div><div>- research concept - aankopen materiaal - schema maken - in praktijk uitwerken</div></div><div><div>Headtracking</div></div></div><div><div>Outcome</div><div>What is the end result?</div><div><div>- A book</div><div>- A website</div><div>- 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><div>Niels Denoo Jordy Vanasshe Kyell De Windt Jamie Jones Robbe Lambrechts</div><div>Jonas Bonheure Thomas Demeulenaere Jarno Bostyn Mauro Carlier</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>Project owner team Vives studenten SCRUM master</div></div></div>	<div><div>Users</div><div>Who will benefit from the outcome of the project?</div><div>Potentiële nieuwe studenten</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>Tijd Geld Levering Materiaal</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>Tijd Geld</div></div>	<div><div>Risks</div><div>Which risks may occur during the project? How do we treat these risks?</div><div>Auto tegen scheenbeen Ziekte</div></div>