Initial Project Information

# Vision Statement

Produce a solution for invoking and controlling efficient and high quality 360° photography of products.

# Scope

Initial

- Hardware rig to take 360-degree photos

- Tripod w/ 2 cameras

- Electric turntable

- Hardware to control cameras

- Web server to handle HTTP requests

- Front-end GUI

- Start photo process

- Save or discard photos

## Extended

- Element to display 360 images

- 3D models

# Stakeholders

* Spreetail Clayton & Taylor (Sponsors)
* Spreetail SD Team
* Dr. Steve Reichenbach (Tribe Lead)
* Melanie Kugler-Wright (Project Manager)
* Matt Kirilov (Coach)
* Warehouse employees

# Business Justification

- Customers are more likely to buy if product has good photography

- Increase sales/revenue

- Efficiency of taking photos of an increasing inventory

- Photography that sets Spreetail apart from other marketplaces

# Major Deliverables

- Hardware Rig

- Software to take photos

- Web server

- Front end GUI

- 360 video/gif w/images

- 3D models (if reached)

Goals and Objectives

- Control process by computer/phone/tablet-search by ID and start process

- Efficiently photograph a 360-degree view of item in timely fashion with camera hardware

- Process is done before worker returns with next item

- Web server serves requests for major devices

- Select whether photos should be saved or discarded

# High Level Execution Plan

## Release Schedule

|  |  |  |
| --- | --- | --- |
| Title | Description | Date |
| Release 1 | Project research and planning initial prototyping. | Friday October 5th |
| Release 2 | Completed and built hardware rig | Friday November 2nd |
| Release 3 | Software to control cameras and take photos of rotating item. | Friday December 7th |
| Release 4 | Web server to handle HTTP requests. | TBD |
| Release 5 | Front End GUI | TBD |
| Release 6 | Front End GUI (continued), 3D models, project conclusion. | TBD |

There will be two iterations per release. These iterations will be 2 weeks in length, unless there is an odd number of weeks between releases.