## **Project Management Plan**

for

# **Augmented Reality BC Campus Tour App**

Version 1.2 15 March 2019

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**Electronic version Google Drive** 

## Revisions

Version	Primary Author	<u>Description</u>	Date Completed
1.0	All team members	Original document	10/01/2018
1.1	All team members	Minor corrections to each chapter	11/24/2018
1.2	All team members	Minor corrections to each chapter	3/15/2019

### **Table of Contents**

1. Introduction	4
1.1 Project Overview	4
1.2 Literature Review	4
2. Project Organization	4
2.1 Roles and Responsibilities	4
2.2 Tools and Techniques	5
3. Project Management Plan	6
3.1 Tasks	6
3.2 Assignments	6
3.3 Timetable	9
4. Additional Material	9
4.1 Definitions, Acronyms, and Abbreviations	9
4.2References	9

#### 1. Introduction

#### 1.1 Project Overview

#### 1.1.1 Purpose:

The purpose is to create an application that has a map of the campus and UI that allows users to either scan for signs using the Augmented Reality camera, explore tours, find destinations, and apply location filters to the map.

#### 1.1.2 Scope:

The application is only for Bellevue College main campus. The application is only available for Android.

#### 1.1.3 Assumptions and constraints:

The application is only available on Android 27.0.0 and later. Android phone has to have working camera and Google Map.

#### 1.2 Literature Review

#### 1.2.1 Current knowledge/technologies/apps:

#### 1. http://arcampustour.com/main/

Augmented Reality Campus Tour (ARct) utilizes the hardware configuration of Android phones, in particular the GPS, compass, accelerometer, camera and Internet access to provide enhanced views of campuses. Views of a real campus are enhanced with a wealth of information a visitor might want to know. ARct allows visitors to learn about buildings on a new campus easily and quickly on their own. It also allows visitors to search for and navigate to campus buildings.

#### 2. https://www.campustours.com/

Virtual Campus Tour that is available for multiple University Campuses in United States. It uses GPS and has both video tour and a walking tour.

#### 1.2.2 Trends:

This Android application uses GPS to verify user's location. It also uses a camera to recognize the building. Once building is recognized, basic information about the building displayed with clickable options. Finally, it takes internet to parse webpages.

#### 2. Project Organization

#### 2.1 Roles and Responsibilities

Team Member	Role	Email
Evgeniya Kokareva	Developer, Tester and Project Manager	evgeniya.kokareva@bellevuecol lege.edu ekokareva@outlook.com

Ana Satkeeva	Developer, Tester and Team Lead	anara.satkeeva@bellevuecolleg e.edu satkeeva96@gmail.com
Robin Shaw	Developer, Tester	sophie.shaw@bellevuecollege.e du
Bridget Wellen	Developer, Tester	bwellen@bellevuecollege.edu

Role	Responsibility	
Team Leader	Responsible for getting information about the progress of individual components and discussing what is needed to pull the parts together and sequence tasks to keep the project moving forward. Responsible for notifying team members of any change related to the project.	
Communications Manager	Responsible for holding meetings with different members of the team as needed.	
Configuration Manager	Responsible for configuring soft copies of the deliverables, locating them on the team's page, and submitting the hard copy for review and final delivery.	
Scribe	Responsible for taking notes on project meetings and internal reviews.	
Quality Manager	Responsible for ensuring that deliverables are as free of errors as possible.	
Meeting Facilitator	Responsible for arranging for time and location of meetings and for notifying members about meetings.	
Developer	Responsible for performing analysis, design, and testing of the project. Also responsible for knowing about deliverables, checking for updates, providing updates, and working to improve quality.	
Tester	Write and perform tests to ensure code works and doesn't break anything already submitted to the project.	

## 2.2 Tools and Techniques

- Agile Style Development
- Discord for all communications
- Weekly meeting
- Two week sprints

## 3. Project Management Plan

## 3.1 Tasks

Milestone	Deliverable	Due
Website	Website	10/1/2018
Project Management Plan	PM Plan	10/3/2018
Requirements	SRS	10/10/2018
Design	SDD	10/24/2018
Presentation	Power Point	10/14/2018
Test	STD	10/21/2018
Final Presentation	Working AR Code	12/5/2018
Sprint 1, winter quarter	Working image recognition	01/23/2019
Sprint 2, winter quarter	Image recognition using some part of building	02/6/2019
Sprint 3, winter quarter	Image recognition working plus updated parsing	02/20/2019
Technical Talk, winter quarter	Image recognition and AR	02/25/2019
Sprint 4, winter quarter	AR activity working	03/6/2019
Final Presentation, winter quarter	AR app working	03/13/2019
Updated Documentation, winter quarter	Ensure documents are up to date	03/15/2019

## 3.2 Assignments

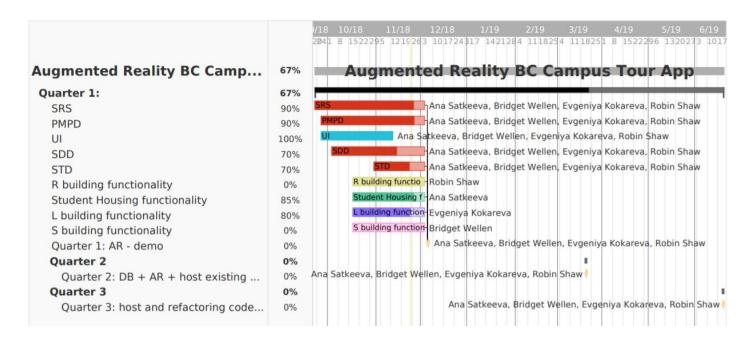
Task	Deliverable	Due	Assigned
Create Website	Website	Fall quarter Sprint 1	All
Set up 'Hello World'	Android Studio code	Fall quarter Sprint 1	All
Find Similar Applications	Research	Fall quarter Sprint 1	All
Write Project Management Plan	PM Plan	10/3/2018	All

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Find Tools for AR	Research	Fall quarter Sprint 1 +	All
Parsed Information about Housing Building	Working Parsed Java Code	Fall quarter Sprint 2	Ana Satkeeva
Parsed Information about L Building	Working Parsed Java Code	Fall quarter Sprint 2	Evgeniya Kokareva
Parsed Information about R Building	Working Parsed Java Code	Fall quarter Sprint 2	Robin Shaw
Parsed Information about S Building	Working Parsed Java Code	Fall quarter Sprint 2	Bridget Wellen
Take Pictures of Housing Building from Each Side	Pictures	Fall quarter Sprint 3+	Ana Satkeeva
Take Pictures of L Building from Each Side	Pictures	Fall quarter Sprint 3+	Evgeniya Kokareva
Take Pictures of R Building from Each Side	Pictures	Fall quarter Sprint 3+	Robin Shaw
Take Pictures of S Building from Each Side	Pictures	Fall quarter Sprint 3+	Bridget Wellen
Write code to get image recognition to work on any flat image	Working image recognition	Winter quarter Sprint 1	All
Write code to use image recognition using some portion of L Building	Working image recognition	Winter quarter Sprint 2	Evgeniya Kokareva
Write code to use image recognition using some portion of R Building	Working image recognition	Winter quarter Sprint 2	Robin Shaw
Write code to use image recognition using some portion of S Building	Working image recognition	Winter quarter Sprint 2	Bridget Wellen
Write code to use image recognition using some portion of	Working image recognition	Winter quarter Sprint 2	Ana Satkeeva

Student Housing Building			
Write code to use image recognition using some portion of L Building plus update parsing	Working image recognition and parsing	Winter quarter Sprint 3	Evgeniya Kokareva
Write code to use image recognition using some portion of R Building plus update parsing	Working image recognition and parsing	Winter quarter Sprint 3	Robin Shaw
Write code to use image recognition using some portion of S Building plus update parsing	Working image recognition and parsing	Winter quarter Sprint 3	Bridget Wellen
AR Activity for Student Housing Building	Working image recognition and parsing	Winter quarter Sprint 3	Ana Satkeeva
Prepare presentation on a technical subject related to the project	PowerPoint presentation on image recognition and augmented reality including demos	Technical Talk	All
AR Activity for L Building	Working AR Activity	Winter quarter Sprint 4	Evgeniya Kokareva
AR Activity for R Building	Working AR Activity	Winter quarter Sprint 4	Robin Shaw
AR Activity for S Building	Working AR Activity	Winter quarter Sprint 4	Bridget Wellen
AR Activity for Student Housing Building	Working AR Activity	Winter quarter Sprint 4	Ana Satkeeva
Prepare a presentation on the current state of the project	PowerPoint presentation including demo of app	Final presentation	All
Ensure STD is up to date as of 3/12/19	Updated STD	Updated documentation	All

Ensure SRS is up to date as of 3/12/19	Updated SRS	Updated documentation	All
Ensure SDD is up to date as of 3/12/19	Updated SDD	Updated documentation	All
Ensure PMP is up to date as of 3/12/19	Updated PMP	Updated documentation	All

#### 3.3 Timetable



#### 4. Additional Material

#### 4.1 Definitions, Acronyms, and Abbreviations

- AR: Augmented Reality
- BC: Bellevue College
- App/ application: AR BC Campus Tour

#### 4.2 References

- 1. Google AR Documentation [https://developers.google.com/ar/develop/java/quickstart]
- 2. Google Android Documentation [https://developer.android.com/docs/]
- 3. Google Map API Documentation [https://developers.google.com/maps/documentation/]