

Checkpoint 1 - Project Plan:

Timeline for Project:

Tentative Deadlines (* = HARD DEADLINES)	Event/Assignment	Why this date?	Ideal Goal	Minimum Deliverable	Lead Team Member
9/14	Checkpoint one: peer evaluation one due; project alpha + project plan due*				Emily
9/19	Presentation of Checkpoint One + Alpha				Sarah
9/21	Poster Design/Layout Mockup	Brainstorming ideas of how we'd like the poster to look so that we can make sure it coincides with the designs of the other components.	Poster designed with placeholders on photoshop to show entire group.	General idea of poster design, know what details to include	Sarah
9/26	Website Checkpoint	We'd like the website to be laid out before our semester midpoint	Detailed layout of website + basic information about our app and its use + information that can be filled in without needing the app.	General layout of website and color scheme + at least contact information and home page completed	Alyssa
9/28	Booth Design Draft/Mockup		Have it drawn out or at least have a rough idea of what we want.	General idea of how we want the booth to look including the placement of objects, what props we'd like to include, what we will be wearing, overall theme of the booth, etc.	Sarah
10/3	App Design Checkpoint		Have an app that can be used by other people outside of the group and actually impress others	Have something that functions a little bit better than the alpha	David
10/5	Midpoint - Work Day				
10/10	Work Day				
10/12	Checkpoint two: peer evaluation two due*				Emily
10/17	Work Day				
10/19	Storyboard/Draft of Project Trailer	We need to have our app mostly developed before we make a trailer for it	Detailed storyboard of the trailer and what will be film/featured in each scene	Outline of trailer scenes + what we want included	Jomaree
10/24	Work Day				
10/26	Final One-Pager + Poster Project Trailer	We want to have the visual elements completed so that we can use our work days in November to focus on our app development	Presentation ready poster and one-pager + Finalized trailer available on our website	Poster + One-pager with only minimum changes required; Finalized trailer	
10/31	Work Day				
11/2	Final Project Website	We chose a later date for the website because in order for the website to be complete, we need all of the other components finished.			Alyssa
11/7	Checkpoint three*				Emily
11/9	"Operational" Project	"Operational" project can be compared to a rough draft of the entire project. We'd like to know how everything looks as a whole, but we also know that there will be plenty of revisions/edits to be made.	Entire project finished and simply delegating parts of presentation to each member with very minor tweaks such as grammar and adding pictures	Rough outline of entire project + tweaks that need to be made	Emily
11/14	Presentation Script Finalized				Jomaree
11/16	Stage Presentation Booth Presentation	We wanted to have our stage and booth presentations finalized halfway through the month so that we have time to finalize the more technical aspects of the project	Presentation and booth scripts memorized by all of the group members	Presentation and booth scripts finalized and distributed among the group members	Jomaree
11/28	Final Official Work Day				
11/30	All Project Aspects Finalized				Emily
12/9	SLAM*				
12/12	Debriefing: final peer evaluations due				

To hold the group members accountable to the timeline, we are putting the major deadlines in everyone's Apple calendar so that the information can be easily accessible across all Mac platforms.

Potential Obstacles/Problems:

- **Trouble with the app when using the Hololens**
 - We understand that designing an application for the Hololens does not necessarily mean that it will work properly when used with the actual device. There might be some unforeseen issues with the app when used in the Hololens.
 - To ensure that our app works properly on the Hololens platform, we included buffer technology/coding work days within our project timeline to account for any unexpected complications we might have with the app while trying to use it on the Hololens.
- **Booth design does not fall into budget**
 - Often times, our ideas are bigger than our pockets. So while we want iPads, laptops, televisions, and the Hololens itself as props, we cannot necessarily afford what we don't already have. Therefore, we have to think of a way to showcase

everything the Hololens is capable of doing (in regards to our app) while maintaining our budget.

- To avoid this possible pitfall, we plan to allocate a budget first; then, we plan to come up with a booth design. Once we generate a booth design, we will note specific prices of each element.
- **Limited by video equipment**
 - Depending on what equipment we use to film the trailer and what technology platform we use to edit the videos, we might be limited and unable to achieve everything that we included on our storyboard.
 - We will work to prevent this obstacle by researching what equipment is most compatible with Mac computers, since those are what most of the group members have. We will also reach out to friends/colleagues who are more experienced with video equipment to assist us.
- **Problems generating ideal images**
 - We plan to work backwards to achieve the best possible outcome for the Hololens app. What we mean by this is that we plan to conduct as much research as possible now to learn how to generate images for the Hololens.
 - Based on what we learn and how confident we are in our skills after conducting our research, we can come up with a more realistic idea of what kinds of images we are capable of designing. If our ideas are far greater than our skills, we will have to minimize our ideas to coincide with our skillsets. The main key here is to allocate as much time as possible to learning how to design images for the Hololens.
- **Learning how to build an app (that actually works) from scratch utilizing an unfamiliar technology**
 - We have one member, David, who has prior experience in building an app from the ground-up, but no one in our group has ever come close to the HoloLens or any similar technology before being assigned to this project.
 - We plan on overcoming this roadblock by building as many alpha apps as possible in order to get a better understanding of what we are capable of. Since we have an idea of what the technology is capable of, we have many great ideas for how we plan to utilize the technology within our app; however, we must hone in on the ideas that match our skillsets.