


6. & 7. Team Technical Specifications and Schedule



CSE 498, Collaborative Design

Wayne Dyksen
Brian Loomis
Department of Computer Science and Engineering
Michigan State University
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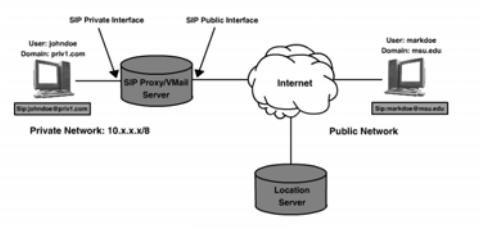
Project Overview (1 of 7)

Team 1: Auraria Networks

- Creation of a SIP (session initialization protocol) proxy, a voicemail server and a location server for use for VoIP communication.
- Address problem of users on different types of networks. Four scenarios:
 - Private Network to Different Private Network
 - Private Network to Same Private Network
 - Public Network to Private Network
 - Public Network to Public Network
- Provide voicemail and presence services

Architecture Illustrated (2 of 7)

Team 1: Auraria Networks



Architecture Components (3 of 7)

Team 1: Auraria Networks

- Platforms
 - Linux (Fedora Core 2)
- Software / Technologies
 - IP/UDP
 - SIP/SDP
 - RTP/RTCP
 - Siproxd
 - Linphone

Architecture Risks (4 of 7)

Team 1: Auraria Networks

- Getting two softphones to talk with one behind siproxd proxy
- Modifying siproxd.c to interface with location server
- Modifying rtprox.c to interface with the voicemail server
- Functionality of audio files for voicemail server
- Implementing appropriate level of security for all parts of the system
- Successful integration of all components of system

Project Schedule (5 of 7)

Team 1: Auraria Networks

1. Installation of Fedora Core 2
 - a) Goal: Installation of OS on both boxes
 - b) Date: 1/17
2. Implement Website
 - a) Goal: Allow public tracking of project
 - b) Date: 1/18
3. Installation of Softphones
 - a) Goal: Have two softphones communicate
 - b) Date: 1/19
4. Installation of Siproxd proxy
 - a) Goal: Installation of unaltered proxy server
 - b) Date: 1/19

S **Project Schedule** (6 of 7)

Team 1: Auraria Networks

5. Architecture Document
 - a) Goal: Define project specs and architecture
 - b) Date: 1/23 (draft 1) 2/2 (final)
6. Schedule Software
 - a) Goal: Fulfill client requirements for tracking
 - b) Date: 1/28
7. Modified Proxy and Location Server
 - a) Goal: Modified siproxd functioning with location server
 - b) Date: 2/14
8. Voicemail Server
 - a) Goal: Implementation of basic VM functionality
 - b) Date: 2/19
9. User Interface
 - a) Goal: Implementation of basic user interface
 - b) Date: 2/20

S **Project Schedule** (7 of 7)

Team 1: Auraria Networks

9. Prototype
 - a) Goal: Simple integration of system components
 - b) Date: 2/21
10. Voicemail Storage
 - a) Goal: integration of mySQL and audio files
 - b) Date: 4/4
11. Final Integration
 - a) Goal: Verify and final implementation of security
 - b) Date: 4/18
12. Final Presentation
 - a) Goal: Have working product to present
 - b) Date: 4/22

S **Project Overview** (1 of 7)

Team 2: Auto-Owners Insurance

- Re-architecting Access database with VBA code into a C# front-end with a SQL database to track projects
- Creating a mechanism which allows administrators to log-out users as required for maintenance
- Implementing associate time tracking module to estimate costs of future projects
- Maintain same look and feel of user interface for ease of transition

S **Architecture Illustrated** (2 of 7)

Team 2: Auto-Owners Insurance

S **Architecture Components** (3 of 7)

Team 2: Auto-Owners Insurance

- Platforms
 - Windows Server 2003
 - Windows XP Pro
- Software / Technologies
 - Visual Studio .NET 2003
 - C#
 - SQL 2000

S **Architecture Risks** (4 of 7)

Team 2: Auto-Owners Insurance

- Getting the user login to work
- Ensuring full previous functionality
- Logging off users at administrator request
- Implementing user time tracking
- Communication with C# and SQL
- Segmenting project into tasks, and completing tasks on time
- Integration of parts of code into a cohesive solution

S Architecture Risks (4 of 7)

- Not getting necessary data for all views
- Make sure all planes' relative positions are correct
- performance
- Understanding what the previous semester accomplished

Team 3: Boeing

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S Project Schedule (5 of 7)

1. Present project (Functional spec)
 - a) Goal: present project to class
 - b) Date: Class 6/7
2. Build interface and class hierarchy skeleton
 - a) Goal: have framework group can work off off
 - b) Date: Thu 2/3/05
3. Implement Control thread and independent COpenGLWnd Drawing
 - a) Goal: get OpenGL up and running
 - b) Fri 2/11/05
4. Database access wrapper / Build CDataReader
 - a) Goal: Build CDataReader
 - b) Date: Wed 2/9/05

Team 3: Boeing

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S Project Schedule (6 of 7)

5. Implement Flight Path Construction / Build CFlightData
 - a) Goal: recreate flight from flight recorder data
 - b) Date: Thu 2/10/05
6. Implement SubdividePath in CFlightData
 - a) Goal: actual data only has 1hz data - interpolate
 - b) Date: Wed 2/2/05
7. Milestone 2 - Graphics modeling Data Syncing
 - a) Goal: get graphics model underway
 - b) Date: Fri 2/25/05
8. Build OpenGL CSingleView no HUD or Altimiter
 - a) Goal: get a window working
 - b) Date: Thu 2/24/05

Team 3: Boeing

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S Project Schedule (7 of 7)

9. Implement CLoad3ds
 - a) Goal: load models
 - a) Date: Wed 2/16/05
10. Build OpenGL CFullView
 - a) Goal: get full view working
 - b) Date: Fri 2/18/05
11. Complete Project
 - a) Goal: To see full schedule see tech document
 - b) Date: Tech doc available now
12. Final presentation
 - a) Goal: wow everyone
 - b) Date: Mon 5/2/05

Team 3: Boeing

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S Project Overview (1 of 7)

- The purpose of this project is to implement the base systems that will allow the use of Smart Cards for identification purposes.
- A subset of card edge commands must be defined and implemented in order to meet the use cases of the HSPD-12 effort and follow international ISO 7816 standards as mandated by the NIST

Team 04: Identity Alliance

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S Architecture Illustrated (2 of 7)

Team 04: Identity Alliance

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S Architecture Components (3 of 7)

Team 04: Identity Alliance

- Platforms
 - Windows Server 2003
 - Windows XP
- Software / Technologies
 - Visual Studio .NET 2003
 - winscard.lib
 - Java Card Readers
 - Schlumberger Cyberflex Toolkit

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S Architecture Risks (4 of 7)

Team 04: Identity Alliance

- Card Reader Communication
 - Client Test Application
- File System
 - Memory management
 - Access management
 - File organization
- Security Verification
 - Secure ACL
- Card Performance
 - Hardware limitations
 - Memory (32K), Card processor speed

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S Project Schedule (5 of 7)

Team 04: Identity Alliance

1. System Setup
 - a) Goal: Install Windows XP and Server 2003
 - b) Date: January 18, 2005
2. Functional Specification
 - a) Goal: Create documentation of project
 - b) Date: February 2, 2005
3. Card Reader Communication
 - a) Goal: Create test app. to communicate w/ card
 - b) Date: February 4, 2005
4. File System
 - a) Goal: Create card file system
 - b) Date: February 18, 2005

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S Project Schedule (6 of 7)

Team 04: Identity Alliance

5. Client Test Application
 - a) Goal: Application to test file system
 - b) Date: February 18, 2005
6. Access Rights
 - a) Goal: Add ACL support to file system
 - b) Date: March 4, 2005
7. Data Management
 - a) Goal: Implement Get Data / Put Data functions
 - b) Date: March 11, 2005
8. Security Authentication – Part I
 - a) Goal: Implement Generate Key Pair function
 - b) Date: March 18, 2005

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S Project Schedule (7 of 7)

Team 04: Identity Alliance

9. Security Authentication – Part II
 - a) Goal: Implement Verify, Get Challenge
 - b) Date: March 25, 2005
10. Security Authentication – Part III
 - a) Goal: Implement External Authenticate
 - b) Date: April 1, 2005
11. Initial Release & Testing
 - a) Goal: Test code and confirm functionality
 - b) Date: April 13, 2005
12. Final Release
 - a) Goal: Distribute final code and documentation
 - b) Date: April 20, 2005

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S Project Overview (1 of 7)

Team 5: Image Space

- Car Editor/Viewer
- Purpose: To assist the modding community by allowing users to view custom content and edit cars via a simple program. Also to assist in house mods by simplifying most editing to a single program.
- Will allow user to edit veh, hdv and gen files, effectively allowing the user to change the statistics, information, physics and graphics of a car.

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S Architecture Illustrated (2 of 7)

Team 5: Image Space

S Architecture Components (3 of 7)

Team 5: Image Space

- Platforms
 - Windows XP
 - Windows 2003 Server
- Software / Technologies
 - Visual Studio.NET/6.0
 - MFC
 - DirectX 9.0 API
 - GEN/HDV/VEH Editor

S Architecture Risks (4 of 7)

Team 5: Image Space

- Understanding/integration of MFC
- Getting DirectX to work correctly with Visual Studio
- Working in thumbnail images into the program via JPGS, along with texture files.
- Managing/understanding the massive number of variables involved with the cars.
- Finding a way to actually piece together a car graphically.

S Project Schedule (5 of 7)

Team 5: Image Space

1. UI Prototype
 - a) Goal: Complete partially-functional UI prototype.
 - b) Date: 2-7-05
2. I/O Prototype
 - a) Goal: Completed sample program that will create a list of car files from standard file input.
 - b) Date: 2-7-05
3. 2nd UI Prototype
 - a) Goal: UI with all widgets functioning, but not integrated with data.
 - b) Date: 2-14-05
4. 2nd I/O Prototype
 - a) Goal: Will be able to read/manipulate all data in car files.
 - b) Date: 2-14-05

S Project Schedule (6 of 7)

Team 5: Image Space

5. First Integration
 - a) Goal: First integration of UI MFC application and file I/O code.
 - b) Date: 2-21-05
6. First testing.
 - a) Goal: Check for bugs,talk about extra features.
 - b) Date: 2-28-05
7. 1st 'Release'
 - a) Goal: Initial application completed, reassign extra features to the different teams.
 - b) Date: 3-7-05

S Project Schedule (7 of 7)

Team 5: Image Space

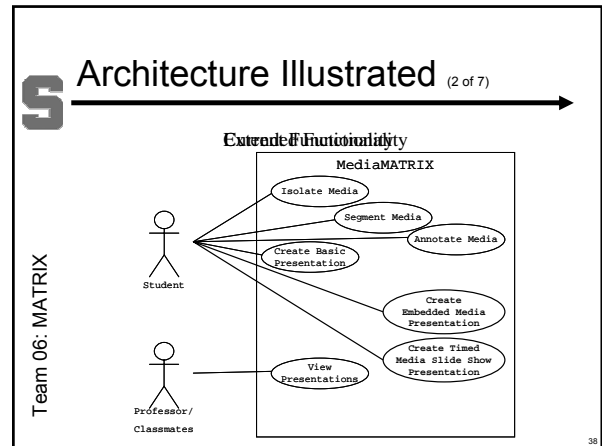
9. Final Integration
 - a) Goal: Integrate special features from both teams.
 - b) Date: 3-28-05
10. Software Completion
 - a) Goal: All major features completed.
 - b) Date: 4-11-05
11. Major Testing
 - a) Goal: Outside testing, feedback from Gjon.
 - b) Date: 4-18-05
12. Final Polish
 - a) Goal: Changes based on feedback.
 - b) Date: 5-2-05

S **Project Overview** (1 of 7) →

Team 06: MATRIX

- Create a web page presentation editor that allows users to associate media within text in an integrated fashion.
- Create a slideshow editor (similar to PowerPoint) that allows users to include time-synced media beside the text in their slides.

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S **Architecture Components** (3 of 7) →

Team 06: MATRIX

- Platforms
 - Windows Server 2003
 - Linux
 - Requires users to use at least Internet Explorer
- Software / Technologies
 - PHP
 - XML
 - XSLT
 - MySQL
 - JavaScript

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S **Architecture Risks** (4 of 7) →

Team 06: MATRIX

- Integrating with existing system
- Interacting with the database and being able to create and retrieve data entries
- Being able to get a simplified version of our product (with little functionality) to run at all
- Acquiring proficiencies within PHP, XML, etc.

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S **Project Schedule** (5 of 7) →

Team 06: MATRIX

1. Meet Mike Fegan
 - a) Goal: Establish contact & meeting schedule
 - b) Date: 1-14-2005
2. Team Website
 - a) Goal: Setup our web server and start website
 - b) Date: 1-25-2005
3. Technical Document
 - a) Goal: Finish authoring of technical document
 - b) Date: 2-2-2005
4. Learn Technologies
 - a) Goal: Familiarize ourselves with PHP, XML, SQL
 - b) Date: 2-7-2005

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S **Project Schedule** (6 of 7) →

Team 06: MATRIX

5. Preliminary Tests
 - a) Goal: Get "dummy" documents to work on server
 - b) Date: 2-9-2005
6. Slideshow Templates
 - a) Goal: Sample templates for slideshow creator
 - b) Date: 2-23-2005
7. Text Formatting
 - a) Goal: Text Formatting Functions for both editors
 - b) Date: 3-9-2005
8. Media Embedding
 - a) Goal: Add Media Embedding to both editors
 - b) Date: 3-23-2005

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S Project Schedule (7 of 7)

Team 06: MATRIX

9. Integrate Functions
 - a) Goal: Link Text Formatting & Media Embedding
 - b) Date: 4-6-2005
10. Final Products
 - a) Goal: Finalize both editors
 - b) Date: 4-11-2005
11. Testing
 - a) Goal: Rigorous Self & User testing
 - b) Date: 4-20-2005
12. Project Demo
 - a) Goal: Demonstrate final project to Mike
 - b) Date: 4-22-2005

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S Project Overview (1 of 7)

Team 7: MSU Men's Basketball

- Continue to use the three-tiered approach
 - Presentation
 - Business Logic
 - Data Logic
- Refine the STATE database to interface through XML
- Use the XML at the business layer
- Make a new UI for video markup

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S Architecture Illustrated (2 of 7)

Team 7: MSU Men's Basketball

The diagram illustrates a three-tier architecture. The top tier is the Presentation Tier, which includes a web browser displaying a video player and a data table. The middle tier is the Business Process Tier, which contains Business Process Components. The bottom tier is the Data Tier, which includes Business Entities, Data Access Logic Components, and Application Data (represented by a database icon).

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S Architecture Components (3 of 7)

Team 7: MSU Men's Basketball

- Platforms
 - Windows Server 2003
 - Windows XP Pro, SP2
- Software / Technologies
 - C#
 - Visual Studio .NET 2005
 - XML
 - SQL Server 2005

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S Architecture Risks (4 of 7)

Team 7: MSU Men's Basketball

- Tablet PC/SQL Server Reliability
 - Current system does not include contingency plan if server tablet fails or goes offline
 - SQL Server 2005 has beta form Database Mirroring technology; needs refinement before reliable implementation
- Ad-Hoc Wireless Network
 - Bandwidth issues arise when PCs are added; main signal has to propagate to all of the tablets
 - Security protocol becomes an issue
- Streaming Video
 - Ad-hoc wireless network may not provide sufficient bandwidth to stream video seamlessly

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S Project Schedule (5 of 7)

Team 7: MSU Men's Basketball

1. Set-up Platforms
 - a) Goal: Get the two lab computers ready for use
 - b) Date: 1/14/05
2. Meet with Kevin Pauga
 - a) Goal: Meet at Breslin to discuss possibilities
 - b) Date: 1/19/05
3. Progress Report
 - a) Goal: Finish slides for Progress Presentation
 - b) Date: 1/26/05
4. Architecture Document
 - a) Goal: Complete the design of architecture
 - b) Date: 2/02/05

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S **Project Schedule** (6 of 7)

Team 7: MSU Men's Basketball

5. Working Prototype
 - a) Goal: Create working prototype of STATE/DB
 - b) Date: 2/07/05
6. Finish Smal-X
 - a) Goal: Complete the design of Smal-X for DB
 - b) Date: 2/16/05
7. Basic features
 - a) Goal: Complete basic interface features
 - b) Date: 2/25/04
8. Integrate Smal-X
 - a) Goal: Start using Smal-X for DB interface
 - b) Date: 3/03/05

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S **Project Schedule** (7 of 7)

Team 7: MSU Men's Basketball

9. Featured Version
 - a) Goal: Complete build of STATE, ready for testing
 - b) Date: 4/01/05
10. Document
 - a) Goal: Make User and Administrator documents
 - b) Date: 4/20/05
11. Refined, Presentation Build
 - a) Goal: Our completed version of STATE/Smal-X
 - b) Date: 4/27/05

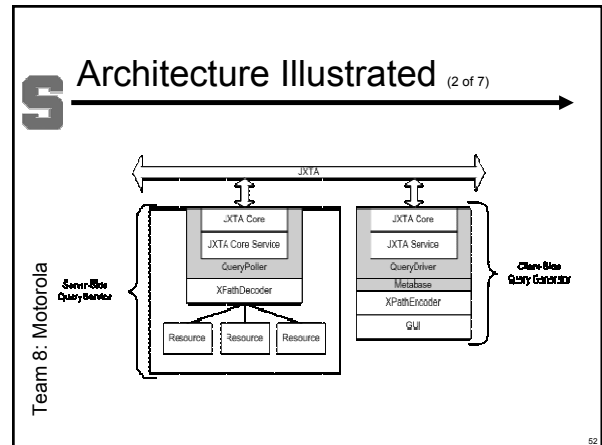
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S **Project Overview** (1 of 7)

Team 8: Motorola

- This project is an implementation of a distributed query tool that utilizes p2p technologies. The core service will be capable of receiving ANY query in a specified format. Each peer that receives the query will respond accordingly if the peer can understand the query, and the peer meets the requirements of the query.
- The program should be able to generate and respond to queries.
- User request will be formatted into XPath query and will be submitted to the query service. These queries will be sent to all devices in the form of advertisements. The receiver will check if it matches the criteria specified in the advertisement (e.g. location). If the criteria match, receiver will take an action (e.g. sending the location back with all the Meta data).

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S **Architecture Components** (3 of 7)

Team 8: Motorola

- Platforms
 - Windows Server 2003
 - Windows XP
 - CVS
- Software / Technologies
 - Eclipse
 - XML
 - XPATH
 - JAVA
 - JXTA
 - JUNIT
 - JDOC
 - ANT

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S **Architecture Risks** (4 of 7)

Team 8: Motorola

- Learning Java and JXTA
- Implementing the P2P Network
- Responding to and Initiating Queries
- Maintaining Security for Server and Workstation

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S Project Schedule (5 of 7)

Team 8: Motorola

1. Server and Workstation
 - a) Goal: Install O.S. on Machines and install CVS server and Eclipse Software.
 - b) Date: January 19th 2005
2. Creating a simple JXTA application and creating outline of the technical specifications.
 - a) Goal: Being able to send and discover peer by using advertisements.
 - Discover local peers utilizing advertisements, join netpeer group, and get discovery service.
 - Build and execute project using Ant
 - Testing: Execute 5 instances of this application, on at least 2 machines. We should see discovery messages from all 5 peers
 - Outline of the technical specification.
 - b) Date: January 21th 2005

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S Project Schedule (6 of 7)

Team 8: Motorola

3. Creating classes and being able to parse the configuration file
 - a) Goal: Splitting codes into classes. Passing strings to these classes to make sure these classes are called in the right order
 - Making sure the config file is parsed correctly.
 - b) Date: January 24th 2005
4. Milestone 1
 - a) Goal: Creating multiple threads and making sure previous codes work correctly.
 - b) Date: January 26th 2005

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S Project Schedule (7 of 7)

Team 8: Motorola

5. Milestone 1 is accomplished
 - a) Goal:
 - 1) Tag milestone 1 codes in CVS
 - 2) Install the Visual Editor plug-in for eclipse
 - b) Date: January 28th 2005
4. Milestone 2
 - a) Goal:
 - Creating the first version of GUI
 - Application should be able to receive queries, compare each query to its resources, and respond to the queries.
 - User should be able to choose options (ex: GUI, Query Discovery Thread refresh rate, and metabase) through the config file
 - Ant should be able to execute 5 nodes for test case and able to perform clean function
 - Completing the architecture document
 - b) Date: February 9th 2005. Demo: February 11th 2005

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S Project Overview (1 of 7)

Team #9: TWO MEN AND A TRUCK

- Develop Web-based Customer Survey user interface and processing application
- Develop SQL database to store survey results
- Develop Franchise/Administrator user interface and application to generate reports
- Extend Administrator application to enable editing of customer web survey
- Develop application to process XML data files and insert data into the new SQL database

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S Architecture Illustrated (2 of 7)

Team #9: TWO MEN AND A TRUCK

The diagram illustrates a multi-tier architecture. At the top, it shows 'User Interface' with 'Web Browser (IE)' and 'JSP/Servlets'. Below this is the 'Business Logic' layer, which is divided into 'Application (JSP/Servlets)', 'Service (EJB)', and 'Data Access (DAO)'. The 'Data Access (DAO)' layer is connected to a 'Web Survey Database'. The diagram also shows 'Data' and 'Web Survey Database' components. The architecture is described as 'Read and Write to Database (Web Survey)'. The diagram is titled 'System Overview Diagram'.

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S Architecture Components (3 of 7)

Team #9: TWO MEN AND A TRUCK

- Platforms
 - SQL Server 2000
 - Windows XP Professional
 - .Net Framework
- Software / Technologies
 - ASP.Net
 - C#
 - HTML/XML

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S Architecture Risks (4 of 7)

Team #9: TWO MEN AND A TRUCK

- Learning ASP.Net
- Getting the individual modules of the project to interact well together
- Developing the Administrator web survey edit application
- Integration of our project into the existing company system
- Time management

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S Project Schedule (5 of 7)

Team #9: TWO MEN AND A TRUCK

1. Machine Setup
 - a) Goal: Install/run all necessary software
 - b) Date: -- done
2. Team Website
 - a) Goal: Setup and upload team website
 - b) Date: -- done
3. Survey UI
 - a) Goal: Create the Customer Survey user interface
 - b) Date: -- done
4. Franchise/Administrator UI
 - a) Goal: Create the Franchise/Admin user interface
 - b) Date: -- done

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S Project Schedule (6 of 7)

Team #9: TWO MEN AND A TRUCK

5. Database
 - a) Goal: Develop SQL database
 - b) Date: 01/29/2005 -- done
6. Technical Specifications
 - a) Goal: Finish Technical Specifications document
 - b) Date: 01/31/2005 -- done
7. Project Schedule
 - a) Goal: Finalize a concrete project schedule
 - b) Date: 01/31/2005 (revisions on-going)
8. Survey application
 - a) Goal: Have a working web survey application
 - b) Date: 02/09/2005

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S Project Schedule (7 of 7)

Team #9: TWO MEN AND A TRUCK

9. Client Meeting
 - a) Goal: Show semi-functional prototype to client
 - b) Date: 02/12/2005
10. Franchise/Admin application
 - a) Goal: Have working Franchise/Admin application
 - b) Date: 03/15/2005
11. Prototype
 - a) Goal: Have prototype ready for presentation
 - b) Date: 03/19/2005
12. Finish Project
 - a) Goal: Have final product finished
 - b) Date: 04/25/2005

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S Project Overview (1 of 7)

Team 10: TWO MEN AND A TRUCK

- E-commerce site
- Build Database for orders and inventory
- Build Dynamic UI for customer and Admin sites
- Store order information and display it
- Validate and Process credit cards
- Integrate UPS shipping and tracking capabilities
- Data mine and generate reports of sales by parameters Area, time, etc.

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S Architecture Illustrated (2 of 7)

Team 10: TWO MEN AND A TRUCK

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Architecture Components (3 of 7)

Team 10: TWO MEN AND A TRUCK

- Platforms
 - Windows Server 2003
 - SQL server 2000
 - .NET Framework 1.1
- Software / Technologies
 - ASP.NET
 - C#
 - Possibly XML for credit card and shipping processing
 - NAnt, MS SourceSafe

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Architecture Risks (4 of 7)

Team 10: TWO MEN AND A TRUCK

- Making the sites dynamic, easy to maintain and extend
- Processing Credit cards and shipping.
- Having the site fit with the existing website
- Creating inventory database minus set business rules (E.g. Product ID's)
- Keeping track of users on the customer site without using Logins
- Obtaining information regarding products, recommendations, shipping guidelines etc from client

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Project Schedule (5 of 7)

Team 10: TWO MEN AND A TRUCK

1. Database
 - a) Goal: Database structure made
 - b) Date: 1/30/05 - completed
2. UI (Customer and Admin.)
 - a) Goal: UI skeleton
 - b) Date: 2/16/05
3. Integrating UI
 - a) Goal: Seamlessly application UI with client's main website
 - b) Date: 2/21/05 – 2/25/05
4. Database functions
 - a) Goal: Creating functions to grab data from database
 - b) Date: 2/21/05 – 3/4/05

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Project Schedule (6 of 7)

Team 10: TWO MEN AND A TRUCK

5. Integrating functions
 - a) Goal: The UI calls database functions to build the layout of site
 - b) Date: 2/28/05 – 3/11/05
6. Adding Orders
 - a) Goal: Have the customer site able to take orders
 - b) Date: 3/11/05
7. Managing the database
 - a) Goal: Have the Admin. Site able to interact with database information
 - b) Date: 3/21/05
8. Security
 - a) Goal: Check user credentials and access level for Admin sites
 - b) Date: 3/21/05

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Project Schedule (7 of 7)

Team 10: TWO MEN AND A TRUCK

9. Credit Card Authorizing
 - a) Goal: Validate customers credit cards
 - b) Date: 4/4/05
10. Testing
 - a) Goal: Continually testing the sites
 - b) Date: 2/2/05 – 4/16/05

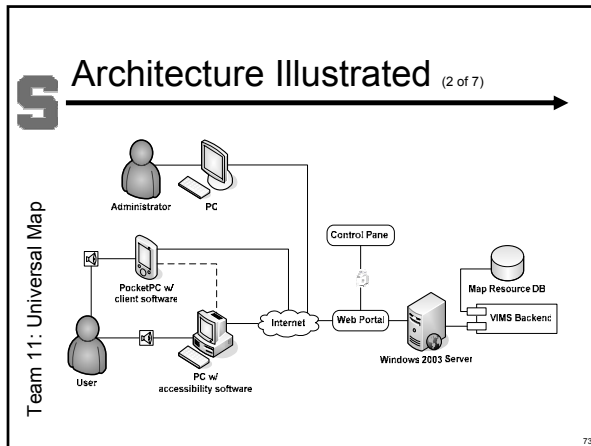
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Project Overview (1 of 7)

Team 11: Universal Map

- VIMS will be a system consisting of a web portal and client software for Pocket PC to provide navigational aid for physical spaces to the visually impaired
- Client software will be available as well as mapping information about the locations from the web portal
- Client software maps paths between points-of-interest within a location and generates audio directions
- Web portal will fully comply with W3 and Bobby standards and directions will be provided audibly from the client software

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- ### S Architecture Components (3 of 7)
- Platforms
 - Server
 - Windows Server 2003
 - Client Application
 - Windows CE
 - Software / Technologies
 - C#: server backend
 - XML: mapping information
 - ASP.NET: web page/backend interaction
 - XHTML: web page presentation layer
 - Microsoft Speech API
- Team 11: Universal Map
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- ### S Architecture Risks (4 of 7)
- Digitally representing mapping data in a usable compact form
 - High-quality generated English to be used with text-to-speech API
 - Web portal presentable both on PC and Pocket PC
 - Complete compliance with web accessibility standards
 - Client software performance
 - Simple deployment of Pocket PC software from web portal
- Team 11: Universal Map
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- ### S Project Schedule (5 of 7)
1. Portal UI Prototype
 - a) Goal: Create web portal user interface basics
 - b) Date: 2/1/05
 2. Prototype Stylesheet
 - a) Goal: Create stylesheet for web portal
 - b) Date: 2/3/05
 3. Pocket PC Performance
 - a) Goal: Test performance on similar problems
 - b) Date: 2/3/05
 4. Mapping method
 - a) Goal: Define process for digitizing location info
 - b) Date: 2/11/05
- Team 11: Universal Map
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- ### S Project Schedule (6 of 7)
5. Portal UI completion
 - a) Goal: Complete user interface look and feel
 - b) Date: 2/15/05
 6. Client Software Prototype
 - a) Goal: Ensure complete compliance accessibility
 - b) Date: 2/18/05
 7. EB 3rd floor
 - a) Goal: Digitize 3rd floor EB with mapping process
 - b) Date: 2/21/05
 8. Portal Backend/Database
 - a) Goal: Integrate backend code and DB with UI
 - b) Date: 2/25/05
- Team 11: Universal Map
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- ### S Project Schedule (7 of 7)
9. Deployment Strategy
 - a) Goal: Simple method to deploy PPC software
 - b) Date: 2/28/05
 10. Web Portal Complete
 - a) Goal: Web portal completed and ready for test
 - b) Date: 3/30/05
 11. Client Software Complete
 - a) Goal: PPC software completed and ready for test
 - b) Date: 4/10/05
 12. Final Testing
 - a) Goal: Product enters final testing
 - b) Date: 4/15/05
- Team 11: Universal Map
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