

Capstone Timeline

Task Name		Duration	Start	Finish	S	M
1	+ Capstone I - Research, Empathizing, Defining	50d	01/09/23	03/17/23		
16						
17	- Capstone II - Market Research, Prototyping, and Testing	35d	04/10/23	05/26/23		
18	- Milestone 3: AR Market Research and Prioritization Matrix	8d	04/10/23	04/19/23		
19	Research Current AR Technologies in the fitness domain	2d	04/10/23	04/11/23		
20	Compile brief report on what sets our idea above existing technologies	1d	04/12/23	04/12/23		
21	Create feature prioritization matrix for prototype	1d	04/14/23	04/14/23		
22	Finalize Prototype Design	1d	04/19/23	04/19/23		
23	- Milestone 4: Prototype	16d	04/21/23	05/12/23		
24	Capture QR Codes and photos of exercise equipment for AR	1d	04/21/23	04/21/23		
25	Determine scope of AR integration (Real vs Wizard of Oz)	2d	04/25/23	04/26/23		
26	Create Vuforia Database for integration with Unity	1d	04/27/23	04/27/23		
27	Create sounds and visual elements for Vuforia and Unity integration.	5d	05/01/23	05/05/23		
28	Generate Application and associated wireframes	5d	05/08/23	05/12/23		
29	- Milestone 5: Testing	10d	05/15/23	05/26/23		
30	Perform in-person testing in gyms, conduct post-use in-person interviews.	5d	05/15/23	05/19/23		
31	Code interview data to determine any prototype design changes	3d	05/22/23	05/24/23		
32	Retest, re-interview as necessary	2d	05/25/23	05/26/23		
33	- Milestone 6: Finalize Design	10d	06/05/23	06/16/23		
34	Presentation for Capstone II	3d	06/05/23	06/07/23		
35	Reflection Paper for Capstone II	7d	06/08/23	06/16/23		