

Capstone Timeline

	Task Name	Duration	Start	Finish
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 in prep for real prototyping	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	Major Pivot: Not able to create real prototype, and how to shift focus to something that could still be measurable.	1d	04/27/23	04/27/23
27	Design Brief and Storyboard Prototype for Wizard of Oz (Video)	5d	05/01/23	05/05/23
28	Generate Application and associated wireframes, shoot video, add effects, finalize WoO Prototype	5d	05/08/23	05/12/23
29	- Milestone 5: Testing	11d	05/13/23	05/26/23
30	Create follow-up survey referencing that asks questions about the experience in the prototype (video)	1d	05/13/23	05/13/23
31	Send video to original survey participants who indicated they would participate in follow-up surveys	5d	05/15/23	05/19/23
32	Code survey data, determine interest in prototype as actual product, suggest any changes	3d	05/22/23	05/24/23
33	Summarize findings into final prototype report	2d	05/25/23	05/26/23
34	- Milestone 6: Finalize Design	10d	06/05/23	06/16/23
35	Presentation for Capstone II	3d	06/05/23	06/07/23
36	Reflection Paper for Capstone II	7d	06/08/23	06/16/23