IOWA STATE UNIVERSITY College of Engineering

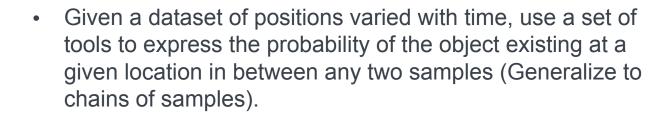
Project Plan

Project Team 10

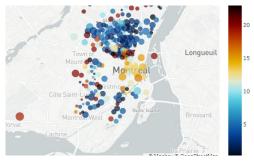
Project Title: "Visualizing Probabilistic Whereabouts of Moving Objects"

Project Overview

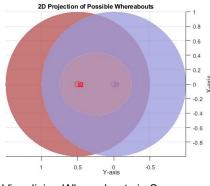
For our project we are going to design & create a web-based application for visualizing the probabilistic whereabouts of moving objects.



 Provide users with an interface that enables the user to enter queries and visualize results.



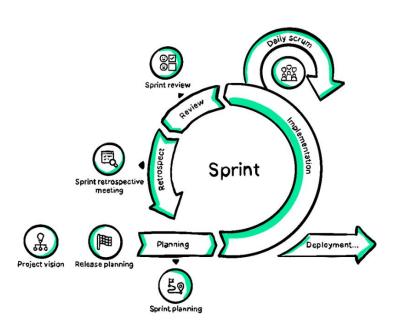
Plotted Data on a Map



Visualizing Whereabouts in Space

Project Management Style

- Utilize Agile Project Management Style
- Majority of tasks are software development
 - Unforeseen obstacles
 - Difficult to estimate time for implementation
- Allow for frequent communication about issues
- Flexible deadlines with consistent progress

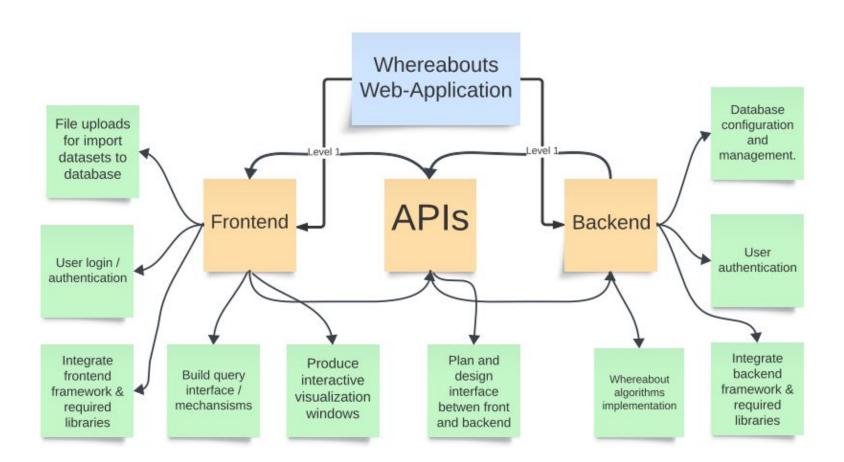


Task Decomposition (High Level)

Main Task: Produce Whereabouts Web-Application

Subtasks

- Design Backend API
 - Interface facilitating requests to backend functionalities.
- Frontend
 - Integrate frontend framework and required libraries
 - Build out input/interaction and visualization functionalities
- Backend
 - Integrate backend framework and required libraries
 - Algorithm implementation and database management functionalities



Key Milestones, Metrics, Evaluation Criteria

<u>Milestones</u>

- Completed choose software for front-end and back-end
- Backend and Frontend connected
- First algorithm and visualization done
- All planned algorithms and visualizations done

Metrics

Non-Functional Requirements

Evaluation Criteria

- All other Requirements
- Standards

Key Risks and Risk Mitigation

Risk -

- Front end & Back end compatibility and communication
- Unforeseen events/issues
- Bugs/Minor issues

Probability -

Moderate to low

Consequences -

- Time Delay(s)
- Functionality of end product features

Mitigation -

- Inter-team Communication
- Proactivity