

Task	Effort	Start
• 1) PROPULSART PROJECT	52w 1d	01/04/08
• 2) General	8w 4d	01/04/08
• 2.1) Specification and Validation	3w	01/04/08
• 2.2) Distribution	3w	20/02/09
• 2.2.1) scripting	2w	20/02/09
• 2.2.2) bundling	1w	10/03/09
• 2.3) Documentation	2w 4d	11/11/08
• 2.3.1) installation guide	4d	18/03/09
• 2.3.2) user manual	1w 2d	04/03/09
• 2.3.3) examples	3d	11/11/08
• 2.3.3.1) FX tree	1d	26/11/08
• 2.3.3.2) Voice Hockey	1d	19/01/09
• 2.3.3.3) Playground	1d	20/02/09
• 3) Applications	17w	20/10/08
• 3.1) The FX Tree	4w	20/10/08
• 3.2) Voice Hockey	6w	08/12/08
• 3.3) AR Playground	7w	19/01/09
• 4) Research	13w 4h	14/04/08
• 4.1) framework	8w	14/04/08
• 4.1.1) data formats	1w	14/04/08
• 4.1.2) Client Protocol / API	2w	23/04/08
• 4.1.3) Media:: On Filesystem	1w	13/05/08
• 4.1.4) Media :: Library Database	4w	14/05/08
• 4.2) tracking	5w 4h	14/04/08
• 4.2.1) Wii	2w	14/04/08
• 4.2.2) Camera tracking	1w 2d 4h	01/05/08
• 4.2.3) Ubisense Adaptation	4d	01/07/08
• 4.2.4) Sparkfun orientation	4d	19/05/08
• 5) Development	44w 1d	28/05/08
• 5.1) OSG Server	30w	28/05/08
• 5.1.1) Node Structure	9w	28/05/08
• 5.1.1.1) Basic	2w	28/05/08
• 5.1.1.2) Audio	1w	11/06/08
• 5.1.1.3) Interaction	3w	18/06/08
• 5.1.1.4) Video	3w	16/09/08
• 5.1.2) INPUT	1w	08/07/08
• 5.1.3) Ouput	7w	09/07/08
• 5.1.3.1) Broadcast	1w	15/07/08
• 5.1.3.2) Subscriptions	4w	20/08/08
• 5.1.3.3) Multicast Layer	2w	29/10/08
• 5.1.4) Constraints	3w	05/08/08
• 5.1.4.1) Range-based	1w	05/08/08
• 5.1.4.2) Parent-based	2w	11/08/08
• 5.1.5) Saving / Loading	1w	29/07/08
• 5.1.6) Initial Conditions Feature	2w	15/10/08
• 5.1.7) Dynamics Engine	3w	12/11/08
• 5.1.8) Exclusion Mechanism	4w	30/05/08
• 5.2) Renderers	8w 2d 4h	24/06/08
• 5.2.1) Audio	3w	24/06/08
• 5.2.2) Graphics (planar)	1w	22/07/08
• 5.2.3) Graphics (stereo)	2d 4h	05/01/09
• 5.2.4) Control Renderer...	2w	06/10/08
• 5.2.5) Haptics Renderer	2w	25/06/08
• 5.3) Control and sensing...	5w 3d 4h	18/09/08
• 5.3.1) Generic HID	1d 4h	24/09/08
• 5.3.2) Intersense IC3	2d	25/09/08
• 5.3.3) Nintendo Wii	1w 1d	22/10/08
• 5.3.3.1) Basic	2d	22/10/08
• 5.3.3.2) Picker	2d	28/10/08
• 5.3.3.3) Tracker	2d	03/11/08
• 5.3.4) Sparkfun 6dof IMU	4d	07/11/08
• 5.3.5) Ubisense	1w	18/11/08
• 5.3.6) Eyesweb	1w	12/01/09
• 5.3.7) OpenCV	1w	01/12/08
• 6) Misc.	4d	06/05/08
• 6.1) fabrication for Wii	4d	06/05/08
• 6.1.1) make led displays	3d	06/05/08
• 6.1.2) make calibration plane	1d	06/05/08

