METU CENG491 2015 FALL

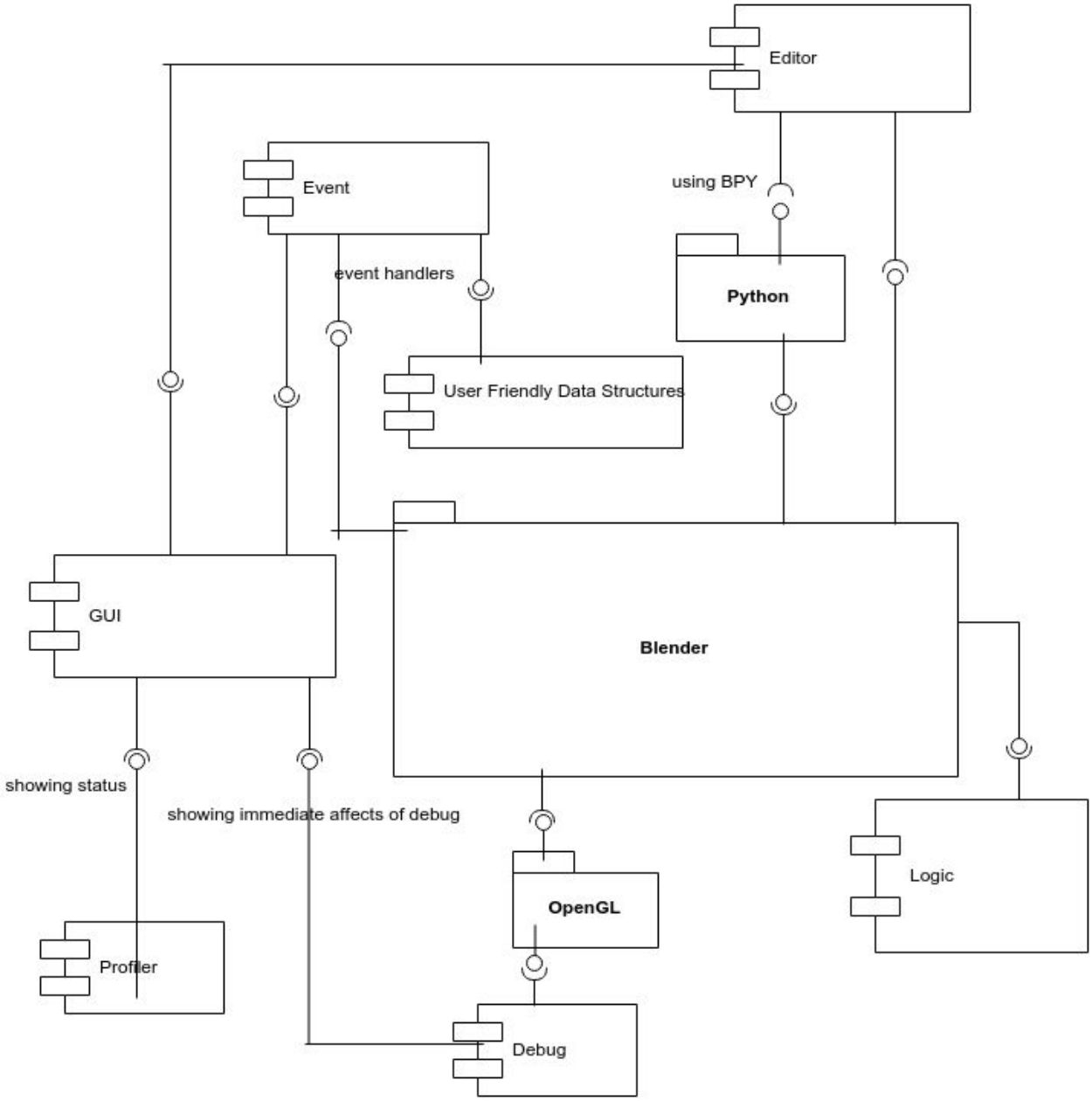
START-UP DOCUMENT

G03P35	
Group Name:	*Smeshers*
Project Name:	**Meshtika**

1. System Architecture

- *Draw the overall system architecture diagram. This should include (but it is not limited to) the components of the system, the interactions among the components and their dependencies.*
- *Identify and describe each component (including subcomponents if any), their interactions and dependencies clearly.*
- *Specify the user interaction model.*

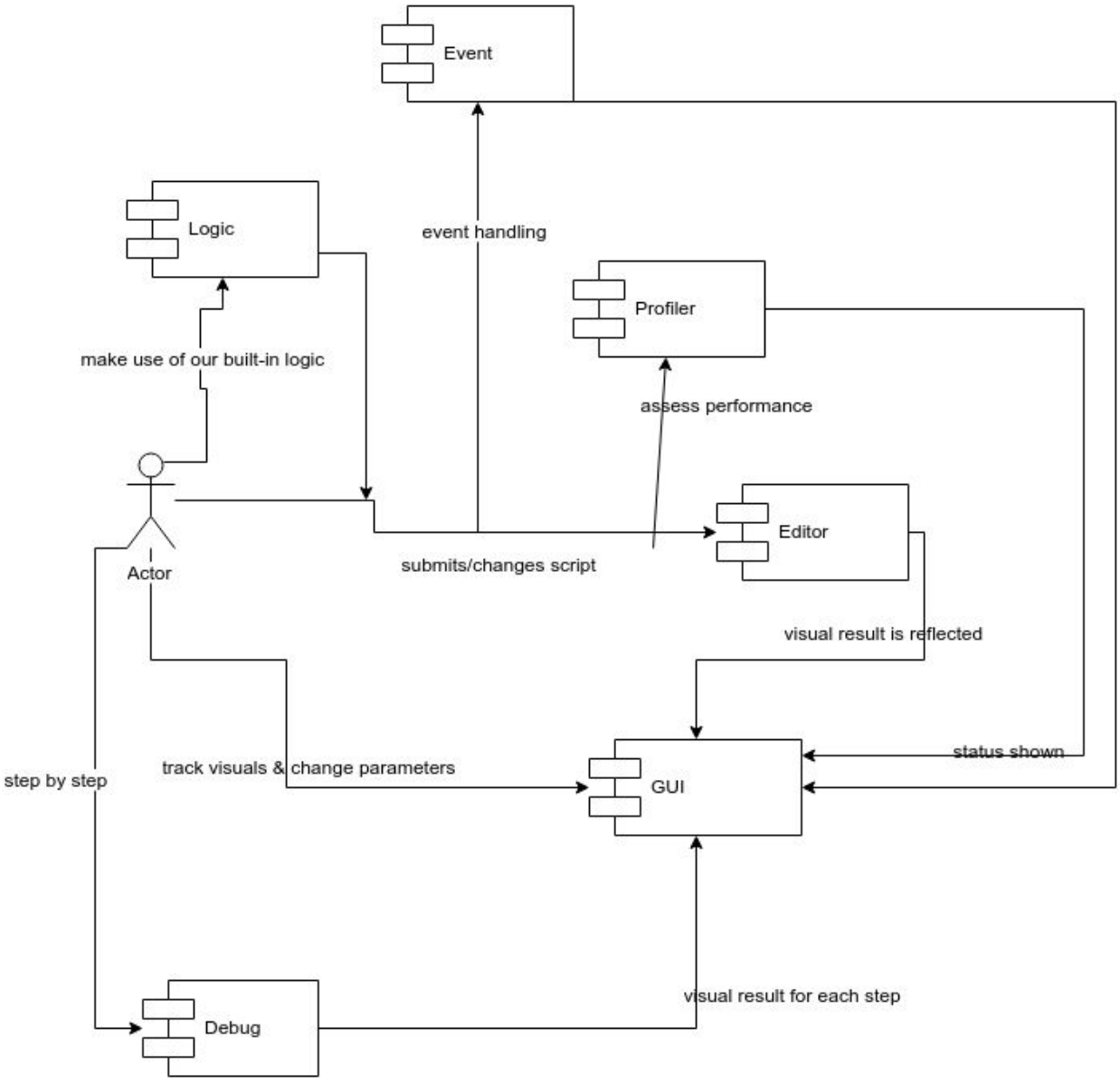
Our expected component diagram is represented below.



To make the diagram more readable, some points should be noted.

Logic module is the module including the famous DGP algorithms and functionalities, descriptors, etc. related to them. Editor module demonstrates the editor part of the tool that users are going to make use of to submit their scripts. Debug module is intended to be developed in such a way that users will be able to debug step by step and see the visual changes immediately thanks to GUI module.

The diagram below is intended to convey a better insight of user relations with the tool.



2. Tentative Time Plan

- *Identify and itemize all tasks to be performed as a team in the first semester. Assign a unique TaskID for each task. Give a short name and brief description for each identified task.*

Task ID	Short Name	Description
T1	Blender -Python API	Getting familiar with the Python API of Blender and practice on it as much as possible to make benefit throughout the whole project
T2	Literature Search on DGP	Getting strong knowledge of famous DGP algorithms as they can play a big part in specifying the final requirements or even slight changes in further design. Furthermore,
T3	Practical Market Search	Gazing through the developed DGP projects to be able to find new features, that may be implemented on different platforms, to be included in our Blender based tool
T4	Assessment of the design	Reevaluating the current architecture and the design of the project and making the necessary changes due to findings of so-far-handled researches and practices
T5	Deciding the system constraints	Decide or enhance system constraints, such as getting the GUI parameters from the Python interpreter or to use predefined function names, based on providing the best user experience possible
T6	GUI Module Implementation	Taking the current design and system constraints into account, developing the GUI of our tool
T7	User Friendly Data Structures Implementation	Depending on our researches on the API and Blender core structure, deciding whether it is needed to provide our own user friendly data structures, if so supplying them
T8	Editor Module Implementation	Covering most of the development of our Editor module to provide users a comfortable environment to code
T9	Start of Logic Module Implementation	Implementation of enterprise logic, beginning to develop some of the DGP algorithms, which will constitute the Logic module of our tool. Also, trying to improve these implementations as much as possible to boost user experience

- *Construct your time plan as a simplified Grantt chart, as shown in the following table.*

	Iteration1	Iteration2	Iteration3
T1	X		
T2	**x**		
T3	**x**	**x**	**x**
T4	**x**	**x**	**x**
T5	**x**	**x**	
T6		**x**	**x**
T7		**x**	**x**
T8		**x**	**x**
T9			**x**

3. Deliverables

- *Identify and list all deliverables of your project for the first 3 sprints.*
- *A deliverable is some component or sub-component, which is running and demonstrable to your assistant and your supervisor. That deliverable is of course subject to improvement over time.*
- *Fill in the following table:*

Deliverable	Description	When? (Sprint#)
D1	Minor functionalities developed using BPY as to be used for further implementations	S1
D2	Data Structures & GUI Module development	S2, S3
D3	Editor Module development	S2, S3
D4	Some of the DGP algorithms' implementations through our tool	S3

4. Workload Distribution

Fill in the following table to distribute the workload for the first semester among your team members.

	Sprint - I	**Sprint - II**	**Sprint - III**
Türkün Furkan Odluyurt	T1, T2, T5 ,D1	T5, T6, T7, D2	T6, T7, T8, T9, D4
Dicle Ayzit	T1, T2, T3, D1	T3, T4, T5, T6, D2	T4, T6, T7, D2, D3
Emre Barış Toyan	T1, T2, T4, T5, D1	T4, T7, D2	T8, T9, D3, D4
Uğur Yanıkoğlu	T1, T2 ,T4 , D1	T6, T7 , D2	T8 , T9 , D3