WEEKLY REPORT #8

Group 22 (May14-22)	**Date 10/28/2013**
Client/Advisor: Stephen Gilbert	
Attendees/Role:	
Derek Peterson- Website/ Tester	
Chris Tedford- Leader / Project Manager	
Nick Schulze – Systems Engineer	
Charles Patterson – Communications	

Past week accomplishments			
What	**Who**	**When**	
Proposed our first Glass application to Stephen.	All	10/24	
Wrote first application project plan.	All	10/19	
Worked on Glass module for first application	Charles	10/25	
Worked on communication part of first application	Derek	10/25	
Worked on server	Chris, Nick	10/25	

module for first application			
Plan for coming week			
What	**Who**	**When**	
Finish modules for first application	All	10/29	
Revise project plan and make changes	All	10/30	
Research VRAC location data options	All	10/30	
Join first application modules	All	11/1	
Pending Issues			
Description	**Action**	**Target date**	
Individual contribution			
Name	**Responsibility**	**Planned date**	**Actual date**
Charles Patterson	Meet with Stephen. Worked on Glass module for first	10/22	10/25

	application. Wrote weekly report. Worked on project plan.		
Derek Petersen	Meet with Stphen. Worked on communication module. Worked on project plan.	10/22	10/25
Nick Schulze	Worked on project plan. Worked on Java module	10/24	10/25
Chris Tedford	Worked on project plan. Worked on Java module.	10/25	10/26
Individual hourly contribution			
Name	**Number of Hours**	**%**	
Charles Patterson	7		
Derek Petersen	6		
Nick Schulze	5		
Chris Tedford	4		

Our first "learning" application is in progress. The important parts of the project plan for the application can be seen below.

Google Glass Audio Transfer Application

Introduction

Before we start our main Android application we want to spend more time testing the Google Glass by developing an application for it. We are going to gain more practice working with the Google Glass and Android SDK by writing an Audio Transfer Application.

The final goal of the Audio Transfer Application will be to stream live audio from a server to the Glass and to replay the audio at nearly real time. We will start by streaming pre-recorded audio from a server and then play it back on the Glass. We will move towards live audio once we have the audio transfer working.

We will only be using a server and the Glass for this application. If it is impossible we will consider adding in an Android phone between the server and Glass for data transfer purposes.

There are a few reasons we have decided to do this application as our first Glass application:

- Our final application will include two-way audio communication from a server and the Glass.
- This will give us practice sending data between a server and Glass. Our map application will be most likely sending data in a similar manner.
- We will get to test the speed and power of Glass. This will help in future design considerations to determine if we need to use an Android phone as middleware.

Requirements

A Java application that can:

- Take in an audio file on the computer
- Send audio file via TCP
- Capture voice recording

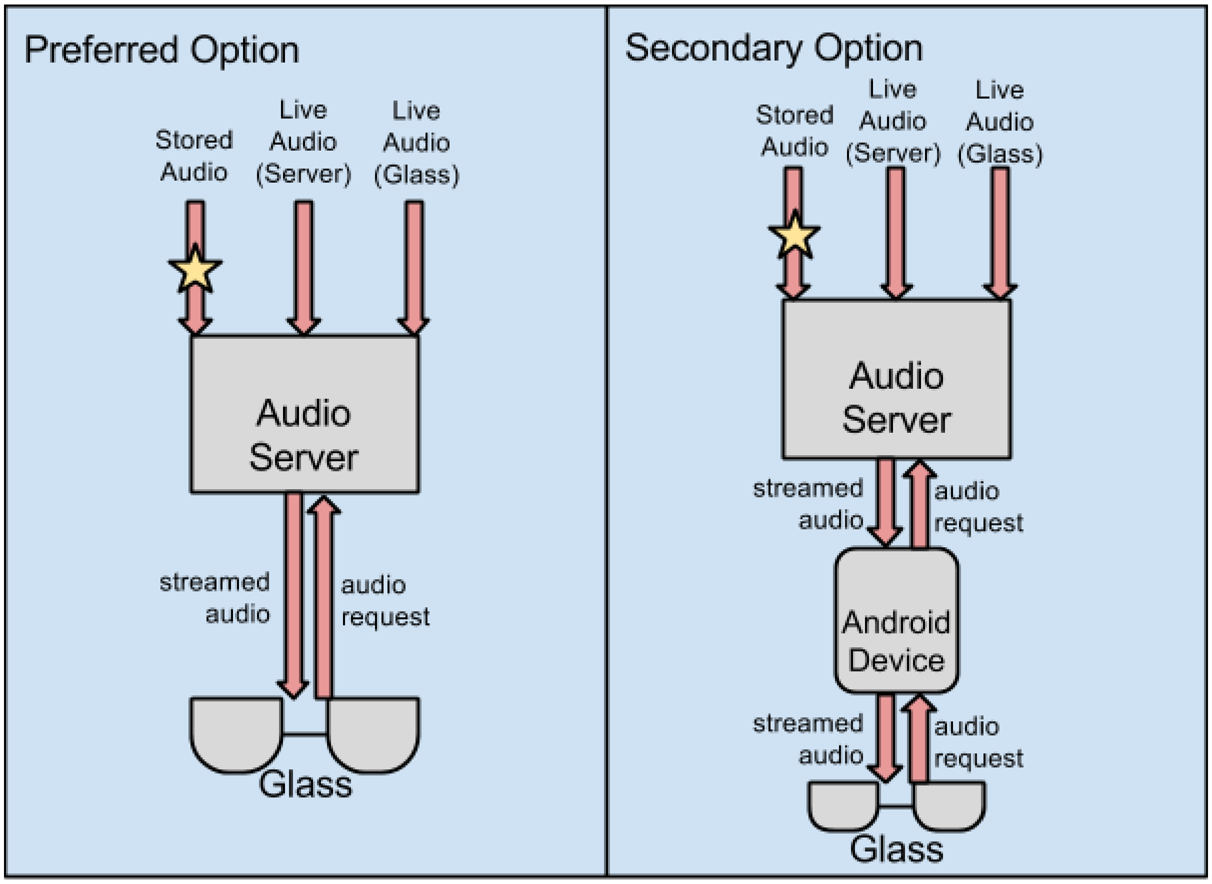
An Android application that can:

- Receive an audio file via TCP
- Playback the audio file on the Glass speaker.

Design

The application will consist of two modules. It will feature an application on a laptop computer functioning as the 'server'. This application will open a stream of audio -- either stored in a file or recorded on the microphone, and transfer that stream over TCP to the Glass (Android based) client.

The other application will be running on the Glass. It will receive these TCP packets and play them through the Glass' bone conduction.Block Diagram



Work Breakdown Structure

Initial Tasks (Modules):

- Server Side UI - Chris
- Client Side UI - Charlie
- Creating server-client connection - Derek
- Play Audio on Glass - Charlie
- Record audio on server in Java application- Nick
- Convert audio to packets to be sent via network - Derek

Extra Tasks (Modules):

- Constant audio recording - Nick, Chris

October 31th: Each initial module complete
November 2nd: Testing of application
November 6th: Complete Application