"PIXELS, NUMBERS AND PROGRAMS"

Project Planning Form

Instructions: Meet with your teammate(s), fill out this form together and turn it in on Friday (May 23) in class. Alternatively, one teammate may communicate with the other(s) and fill out and submit the form on behalf of the team.

Your topic should involve the use of Python programming and PixelMath in image processing. Topic requirements and suggestions are given on the web page "Preparing for Projects".

Topic: _____

What your program will do: _____

What major techniques you will be demonstrating or using: _____

Your team should consist of two people, unless you are undertaking a more ambitious project in which three or more substantial roles can be identified. When you write down a role for each teammate, put down the parts of the project that this person might reasonably handle, such as implementing one of the key techniques of your project, setting up the user interface, designing the overall structure of the program, researching the details of a method online, etc. Use additional space if needed.

Name 1: _____ Role: _____

Name 2: _____ Role: _____

Name 3: _____ Role: _____

For each of the following kinds of goals, list one modest goal that you feel you will definitely achieve and one more ambitious goal that you hope to achieve but are not certain about.

Technical goal of project (modest): _____

Technical goal of project (ambitious): _____

Educational goal of project (modest): _____

Educational goal of project (ambitious): _____

Artistic goal of project (modest): _____

Artistic goal of project (ambitious): _____