# Client Acceptance Test

Bernd Bruegge, Christian Sandor February 7, 2002



## Agenda

- Introduction (Bernd Bruegge)
- Project management (Christian Sandor)
  - Context, goals, project organization
- Client acceptance test
  - Presentation of the system (Florian Fuchs, Otmar Hilliges, Andreas Krause)
  - Demonstration of the system
- Discussion (All)



## Introduction

- Purpose:
  - Presentation and demonstration of the scenario as specified by the project agreement
- Desired Outcome:
  - Passing the system test
  - Identification of open issues as a basis for the second project phase



TRAMP Participants

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#### Context: UMTS Consortium

- UMTS consortium
  - Cooperation between Industry, Technische Universität München and Bayerische Staatskanzlei
  - 5 projects with a total budget of 6 Mio €
- UMTS project: Mobile Maintenance
  - Inmedius GmbH Europa
  - Chair for applied software engineering
  - Duration: October 2001 October 2004
  - 1.2 Mio € budget



## **TRAMP Project**

- Creation of components that lead to an industrial product
- Industry-oriented evolutionary software education
- Leading edge research in mobile software architectures and applications
- Project phases
  - October 2001: TRAMP 1
  - October 2002: TRAMP 2
  - October 2003: TRAMP 3



#### TRAMP 1 Goals

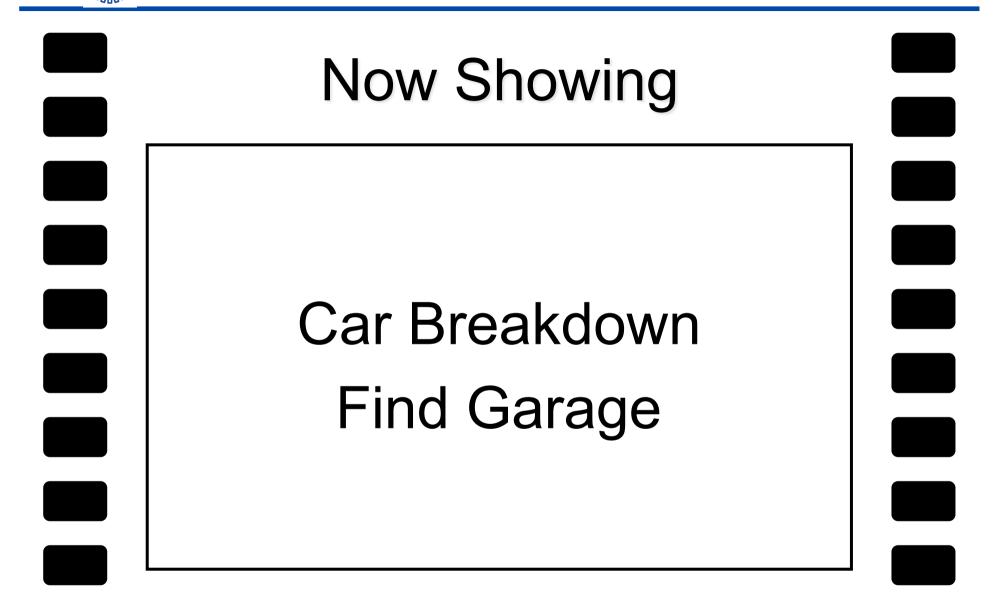
- Development of a prototype in the first phase in the UMTS project
- Evaluation of new Hardware and Software concepts
- Experience of a real-world project for software engineering students

# **Project Organization**



# Challenges of TRAMP

- Time-boxed prototyping: 3 months
- "Part-time" employees
- Flat staffing
- Incorporation of innovative Hardware/ Software
- Architecture-driven design



# Client Acceptance Test

Florian Fuchs, Otmar Hilliges, Andreas Krause February 7, 2002



## Outline

- Key Requirements
- System and Object Design
- Demonstration of Core Use Cases
- Future Work
- Discussion and Client Acceptance



# **Key Requirements**

- Traveling Repair And Maintenance Platform Mobile support of complex automobile maintenance tasks
- Functional Requirements Register customer, navigate customer and mechanic, support repair process, handle payment
- Non-Functional Requirements
  - Mobile, wearable, distributed
  - Context-aware, multi-modal user interfaces



## Core Use Cases

- Request Maintenance
- Handover Maintenance Task
- Calibrate System
- Find Customer at the Parking Spot
- Execute Procedure



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# Design Goals

- Multi-Modality
- Context Awareness
- Automatic Reconfiguration
- Extensibility
- Reusability



# Recap of DWARF

Peer-to-Peer architecture

Needs and Abilities



(DWARF Homepage: http://www.augmentedreality.de)

# TRAMP Deployment Hardware

- GarageServer
  - Mac OS X on G4 Cube
- MechanicLaptop
  - Mac OS X on G4 PowerBook
  - InterSense InterTrax<sup>2</sup> Inertial Tracker
  - Sony GlassTron Head Mounted Display
  - Garmin eTrex Summit GPS receiver
  - Orangemicro iBOT FireWire Camera
- iPAQs
  - Linux
  - CompactFlash Memory Extension 128 MB

# System Design and Deployment

Garage-iPAQ:iPAQ

Mechanic-iPAO:iPAO

GarageServer: G4 Cube

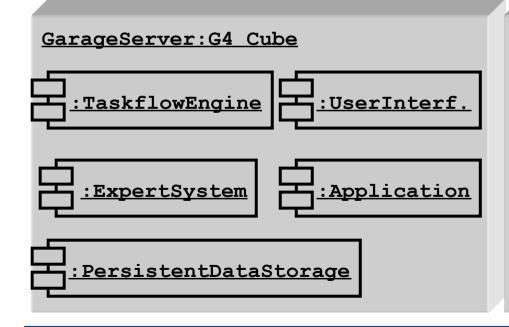
MechanicLaptop: G4 PowerBook



# System Design and Deployment



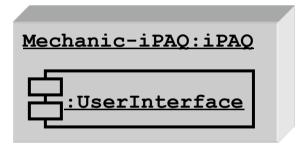
Mechanic-iPAO:iPAO

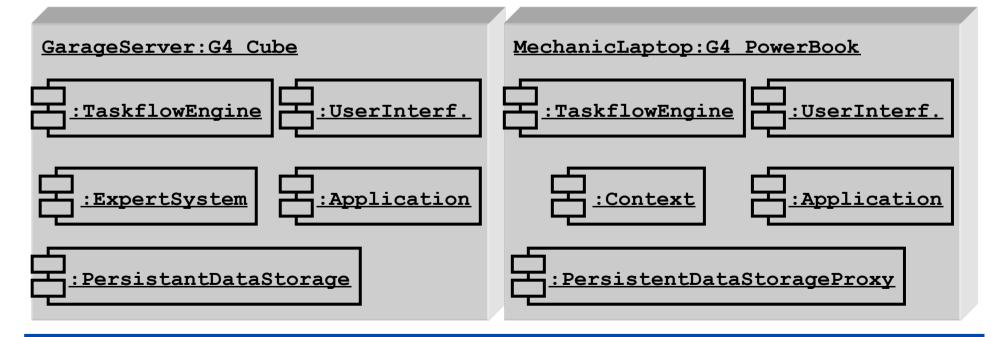


MechanicLaptop: G4 PowerBook

# System Design and Deployment



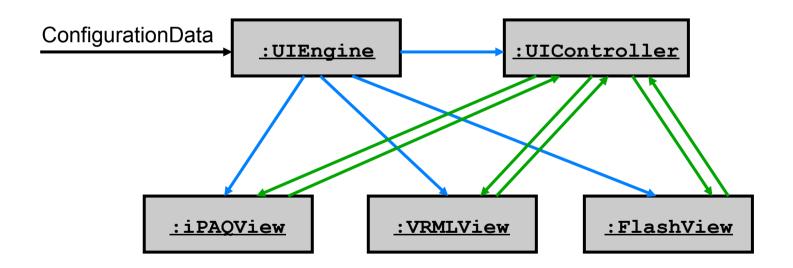






# Object Design: Design Patterns

One Example: User Interface Subsystem



Combination: Compiler + Observer



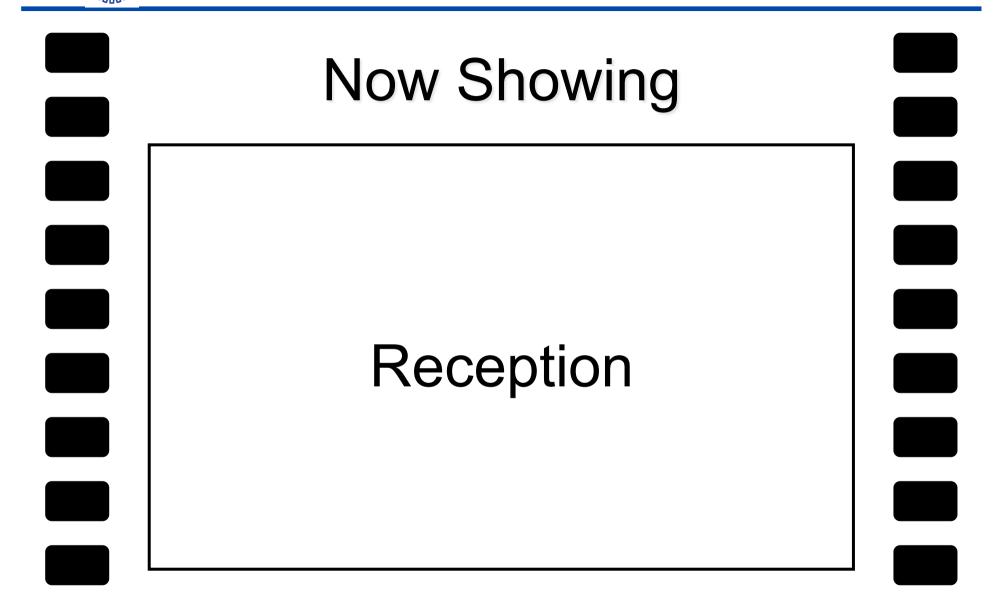
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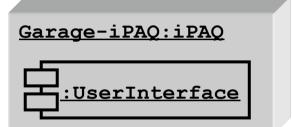
## Scenario

- Charles the Customer wants to get his Headturnlight fixed at the TRAMP Garage.
- Mike the Mechanic finds and repairs the Car using the TRAMP System.
- Charles pays the bill and drives away happily.

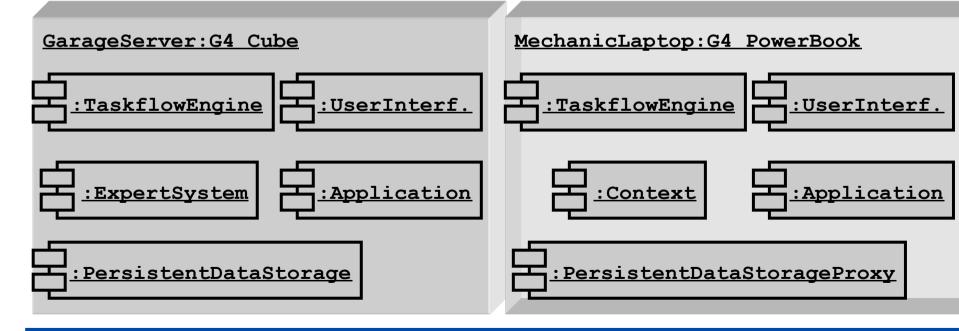




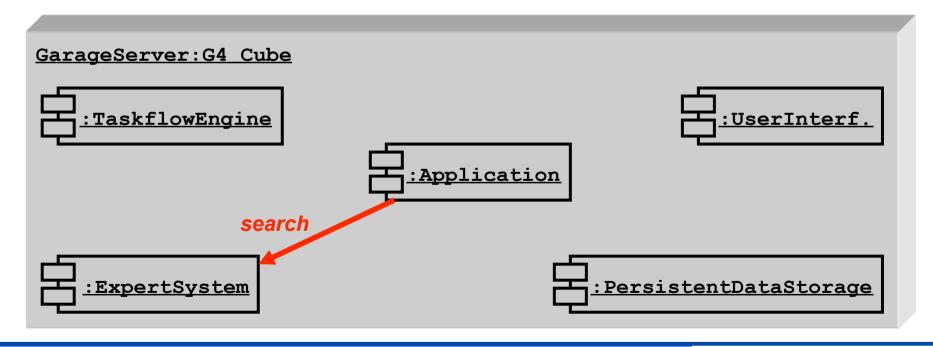
## Reception



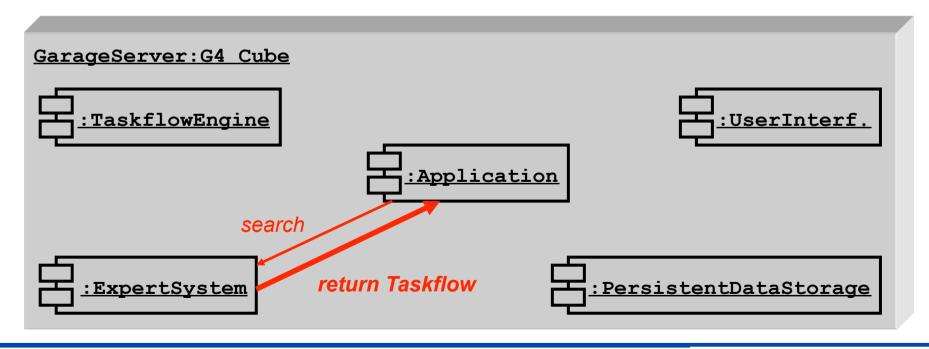


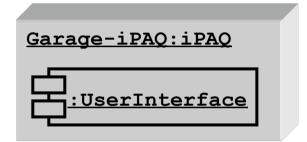


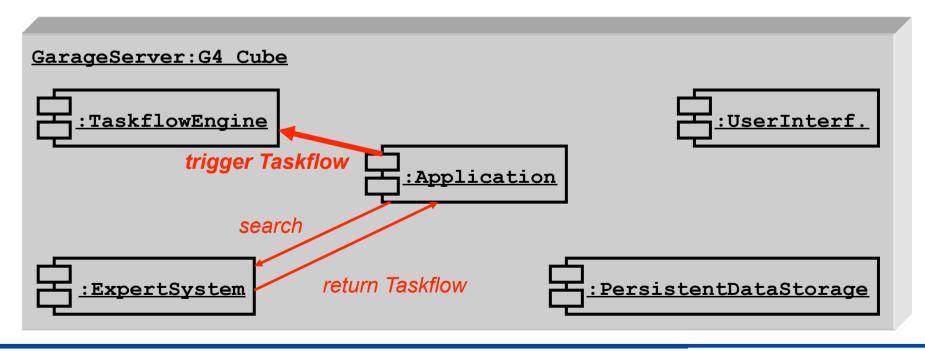


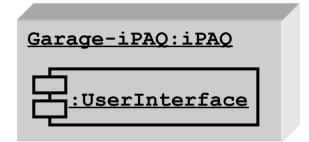


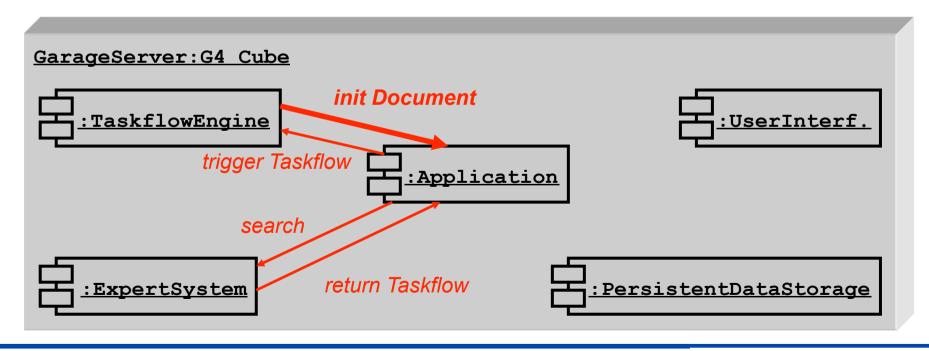


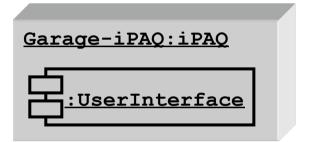


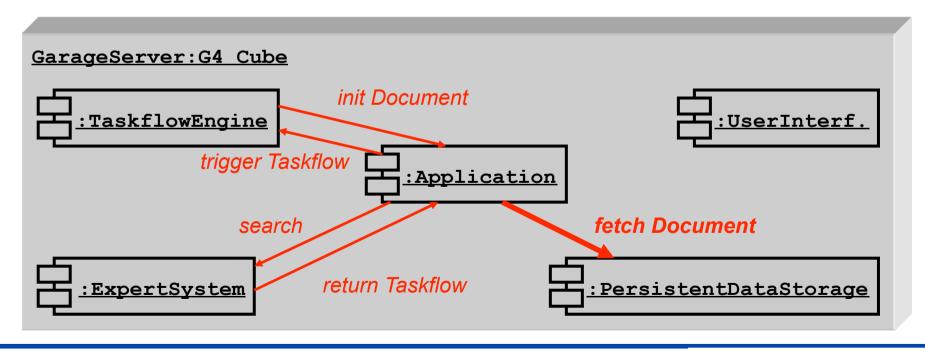




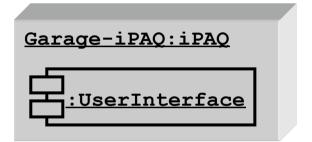


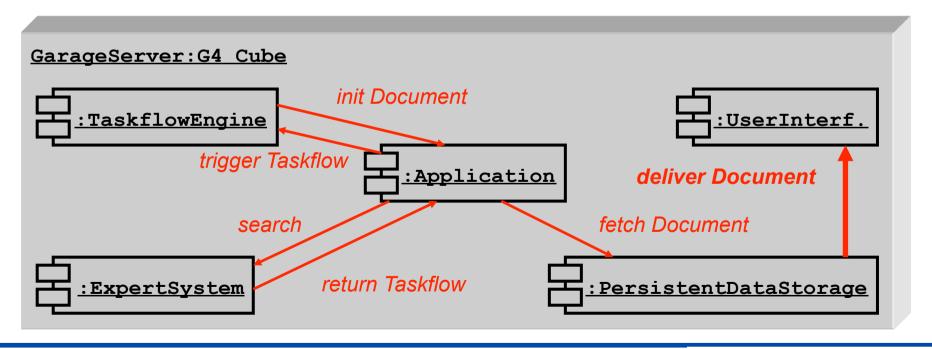


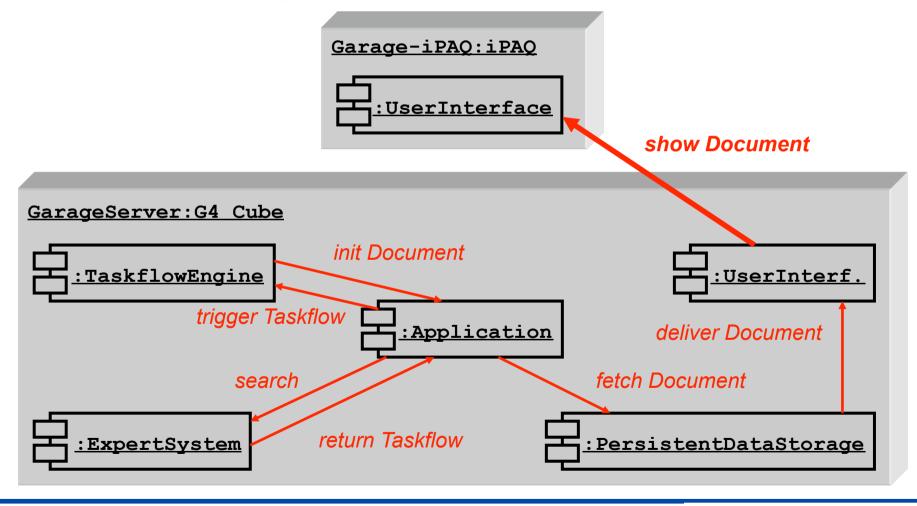


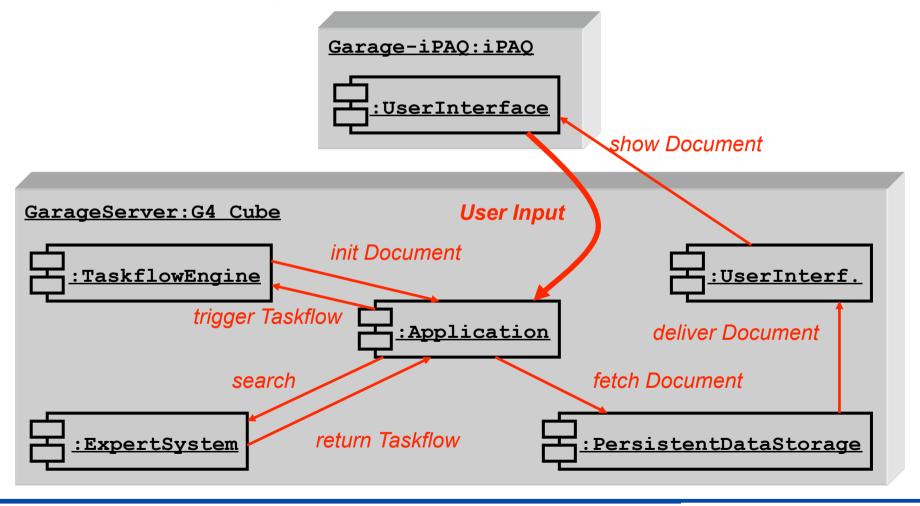










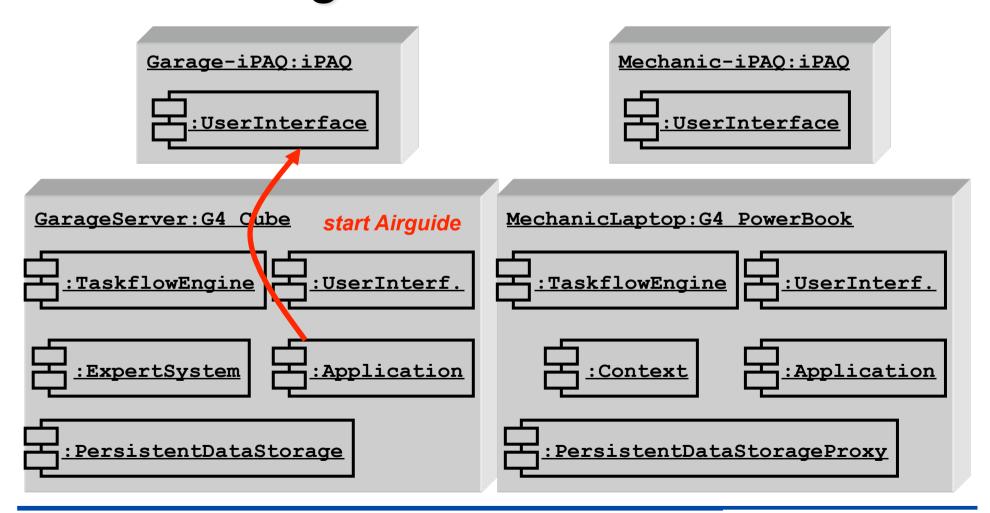




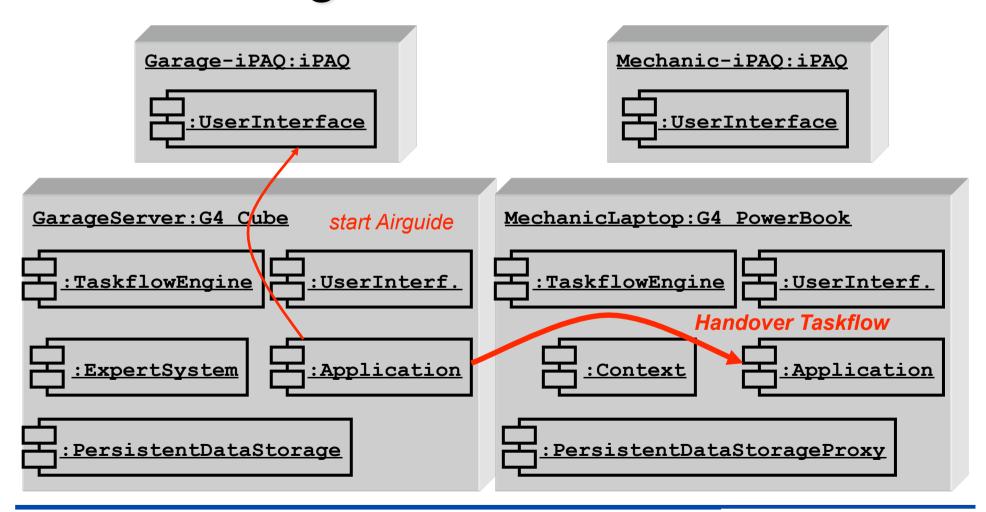
### Core Use Cases

- Request Maintenance OK
- Handover Maintenance Task
- Calibrate System
- Find Customer at the Parking Spot
- Execute Procedure

# Navigation of Customer



# Navigation of Customer

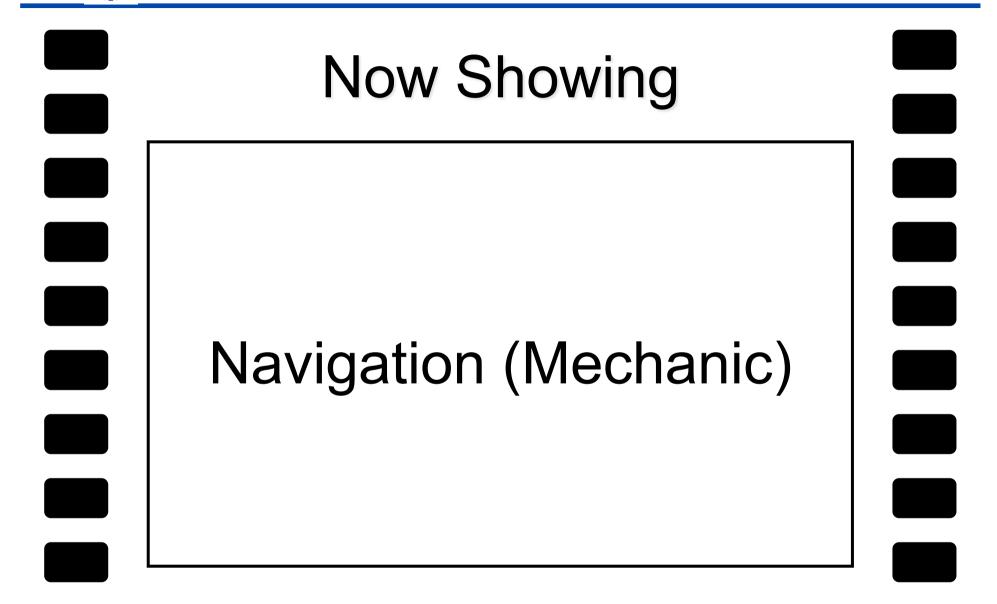




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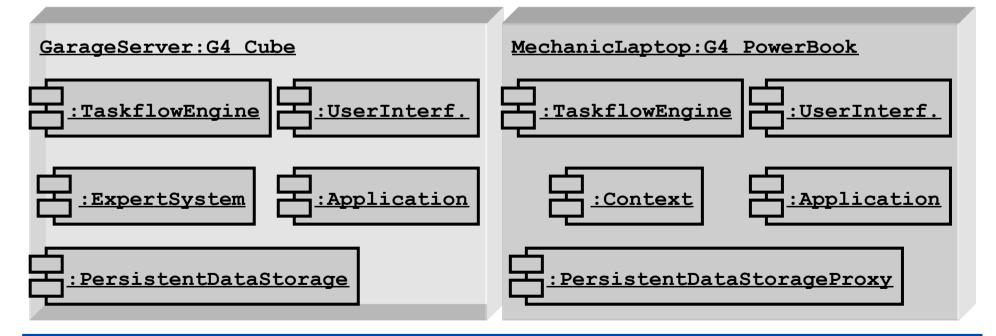




# Subsystems for Navigation





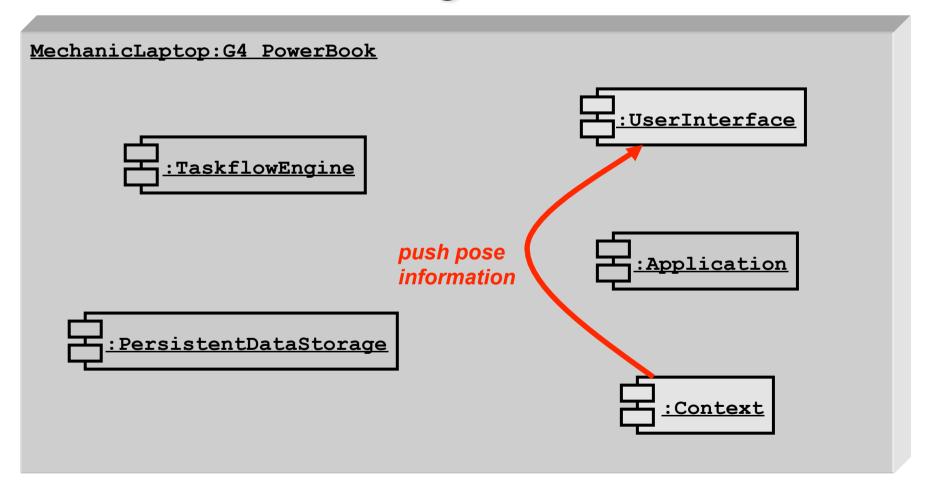


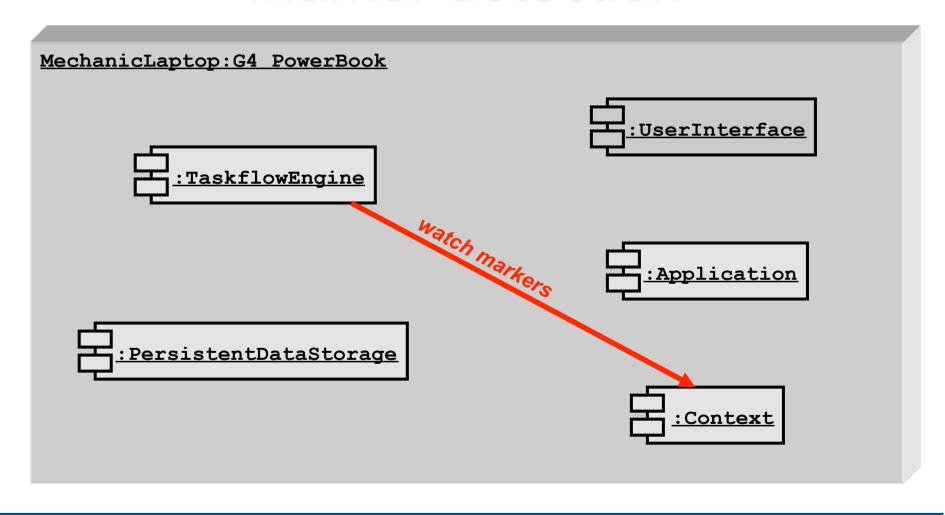


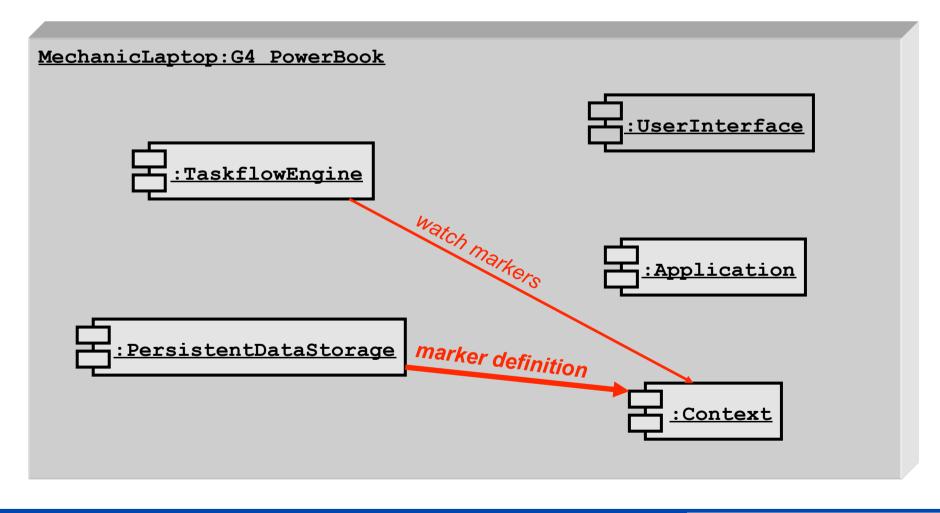
# Navigation / Tracking Subsystem

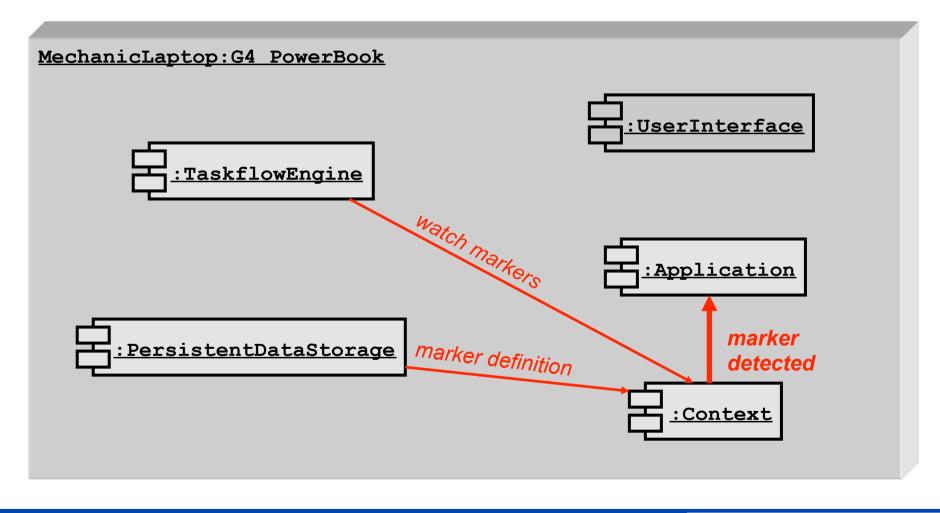
- Multiple sources of pose information
  - GPS-, Inertial-, Marker-Tracker
- → Sensor Fusion
- **→** Calibration
- → Connected to VRML View (user interface)

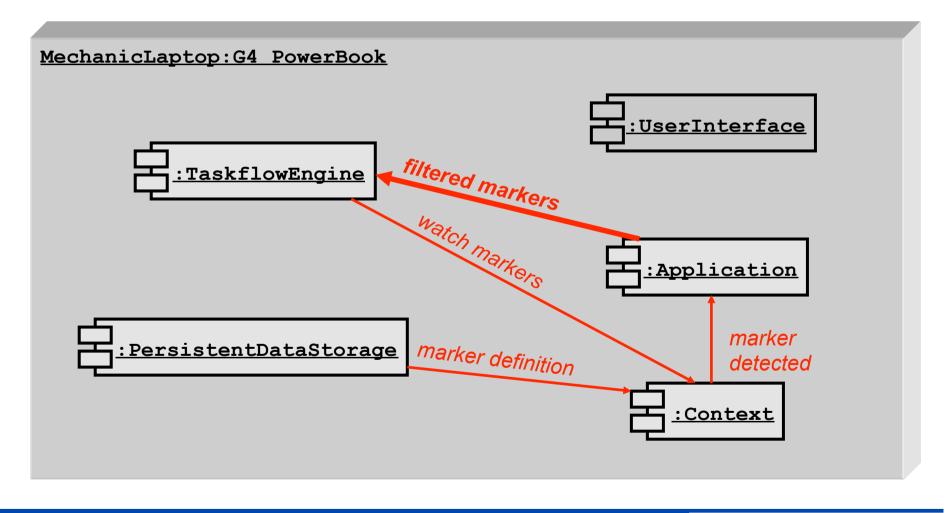
# Navigation

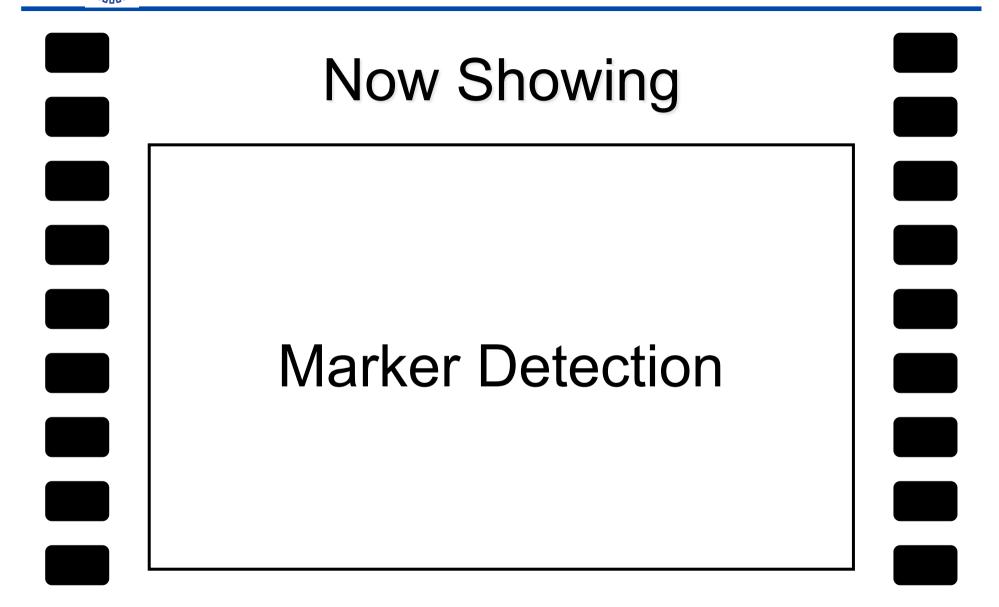






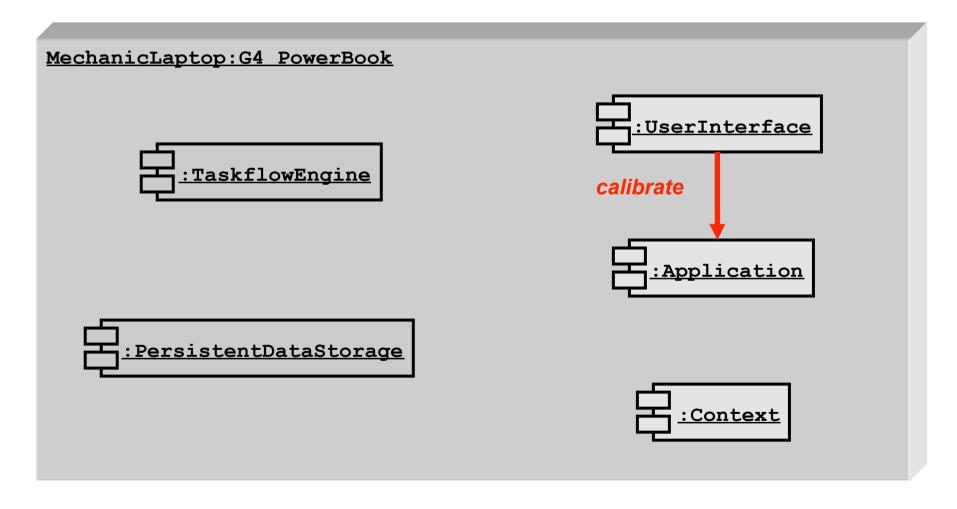






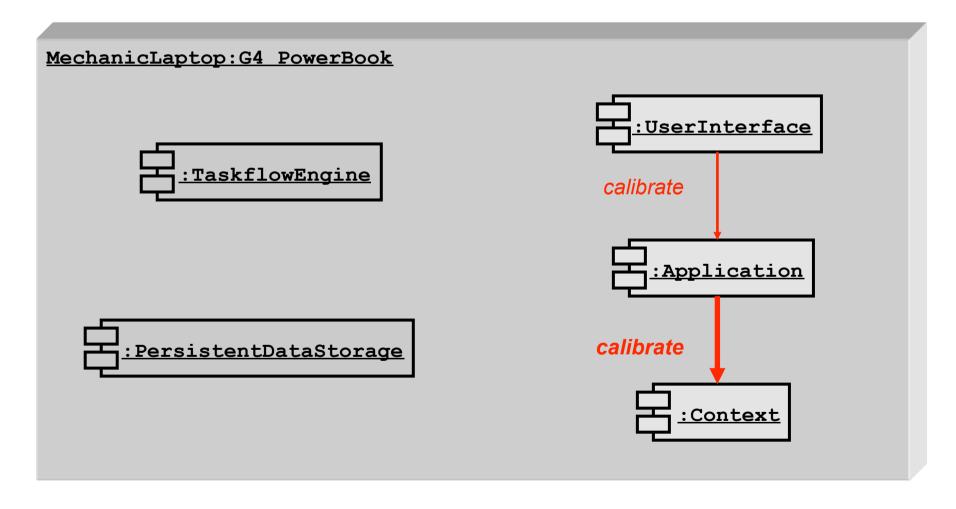


# Calibration





# Calibration



#### Core Use Cases

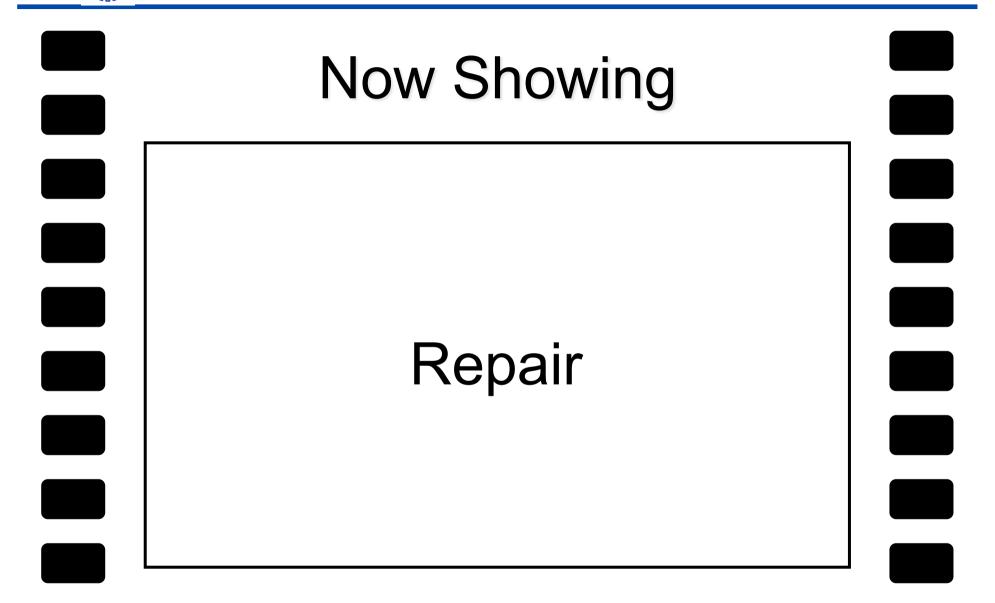
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# Repair – Execute Procedure

- Multi-modal input
  - Gesture recognition
  - Marker detection
  - Tracker data
  - iPAQ touchscreen
- Multi-modal output
  - iPAQ screen
  - Head Mounted Display (Flash, VRML)
- Context-aware taskflow progress

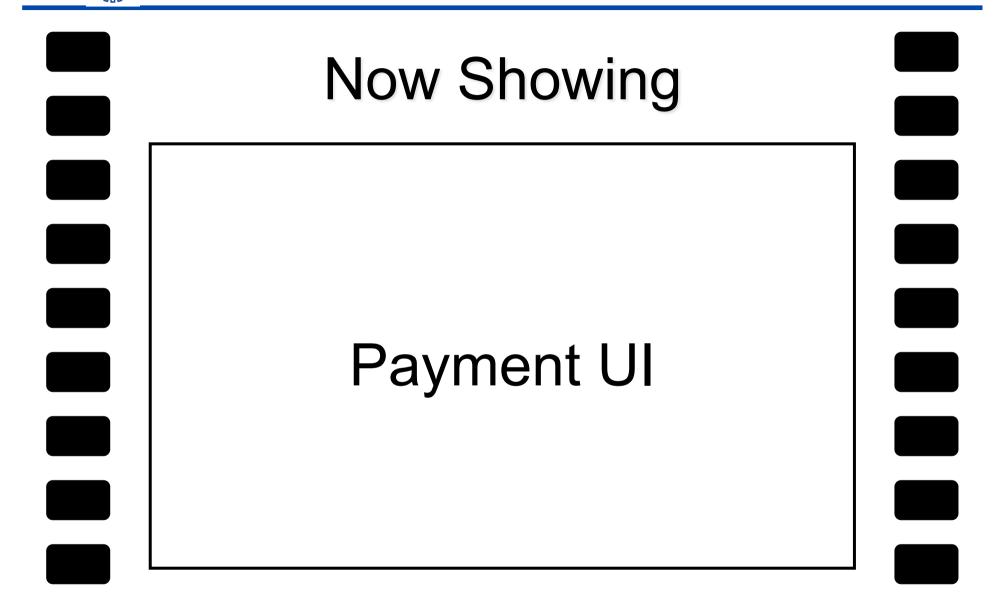






# Payment

- Credit card number used for billing
- Use of the mechanic's iPAQ for the payment form
- Customer signs the bill
- Payment is cached and sent to the garage server on reconnect
- Completes taskflow





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## Future Work

- Deployment on SPOT
- Multi-User Management
- Expert System and Remote Experts
- Route Planner



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# Project Handover

- Requirements Analysis Document
- System Design Document
- Object Design Document
- Testing Manual
- Master DVD: Sourcecode
- Video DVD: CAT Presentation



## Discussion

- Technical questions?
- Design questions?
- Organisational questions?

Hands-on demo in 3175 (Aquarium)

# Thank you.



## Discussion

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- Design questions?
- Organisational questions?

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