SE 491 - sdmay20-44
Decision Support in Racket Games
Status Report 3

9/26 - 10/7
Client: Simanta Mitra
Faculty Advisor: Simanta Mitra

Team Members

Benjamin Kramer
Brian Guidarini
Katelyn Sinn
John Rachid
Christion Barnes
Aiden McMinimy

Accomplishments

- Ben:
    - Looked into ways to improve ball accuracy. Improved ball tracking accuracy.
- Brian
    - Drastically improved player detection's performance
    - Looked into potential architecture improvements
- Katelyn
    - Transformed back angle of court to birds eye view of court, able to accept player pixel coordinates and map to birds eye coordinates

Pending Issues

- A new video is still needed.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Benjamin Kramer	Improved ball tracking accuracy.	4	28

Katelyn Sinn	2D transformation of camera angle to birds eye view of court	6	18
Brian Guidarini	Player recognition	6	21
Christion Barnes	Find ways to transform xy coordinates to xyz coordinates	6	21
John Rachid	Court Recognition	6	23
Aiden McMinimy	Player Recognition	6	16

Upcoming Tasks

- Everyone
    - Get a video of us playing the game
- Ben and CB
    - Translate screen space ball data into real world data.
- John Rachid
    - Translate court coordinates to real world coordinates
- Katelyn Sinn
    - Improve birds eye view of court transformation
- Brian and Aiden
    - Track feet
    - Write tests to mock out functionality
    - Stub out unimplemented functionality