

SE 491 - sdmay20-44  
Decision Support in Racket Games  
Status Report 4

10/7 - 10/27

Client: Simanta Mitra

Faculty Advisor: Simanta Mitra

## Team Members

Benjamin Kramer

Brian Guidarini

Katelyn Sinn

John Rachid

Christion Barnes

Aiden McMinimy

## Accomplishments

- Ben:
  - Improved ball accuracy
  - Added prediction for where the ball is going
- Brian:
  - Made architectural changes
  - Started stubbing out functionality to make the minimal viable product
- Katelyn:
  - Improved setup of plotting players on 2D transform

## Pending Issues

- A new video is still needed.

## Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Benjamin Kramer	Improved ball tracking accuracy.	4	30

Katelyn Sinn	Improvement of 2D transform and plotting on graph	6	20
Brian Guidarini	Player recognition	6	28
Christion Barnes	Find ways to transform xy coordinates to xyz coordinates	6	21
John Rachid	2D transformation of camera angle to birds eye view of court	6	29
Aiden McMinimy	Player Recognition	6	16

## Upcoming Tasks

- Ben and CB
  - Translate screen space ball data into real world data.
- John
  - Focusing on stubbing and suggestion engine
- Brian
  - Stubbing, testing, architecture changes
- Katie
  - Improve court detection of corners of court