

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

10/27 - 11/3

Client: Simanta Mitra

Faculty Advisor: Simanta Mitra

## Team Members

Benjamin Kramer

Brian Guidarini

Katelyn Sinn

John Rachid

Christion Barnes

Aiden McMinimy

## Accomplishments

- Ben
  - Started making my code work with the others
  - Started work on architecture changes for ball prediction
  - Added ball location guessing
- Brian
  - Refactored architecture
  - Made a common buffer data structure to store previous data points
  - Continued stubbing out unimplemented functionality
  - Wrote tests for the player and the aforementioned buffer data structure
- John
  - Polished court pixel locations to 2d bird's eye view transformation
  - Refactored main\_vision in order to have a cleaner codebase
- Katelyn
  - Polished court pixel locations to 2d bird's eye view transformation
- Aiden
  - Improved player tracking
- CB
  - Looked into ways of implementing 2D to 3D conversion

## Pending Issues

- A new video is still needed.

## Time

Team Member	Weekly Hours	Total Hours
Benjamin Kramer	4	32
Katelyn Sinn	4	30
Brian Guidarini	6	34
Christion Barnes	6	25
John Rachid	3	32
Aiden McMinimy	6	20

## Upcoming Tasks

- Ben and CB
  - Translate screen space ball data into real world data.
- John & Katie
  - Player location recommendations relating to birdie prediction
  - Change plotting player locations mechanism in code
- Brian
  - Continue with stubbing
  - Continue with testing
  - Additional work on player if there's time
- Aiden
  - Add work into main application
  - Stubbing out parts of the project