

SE 491 - sdmay20-44
Decision Support in Racket Games
Status Report 6

11/3 - 11/14

Client: Simanta Mitra

Faculty Advisor: Simanta Mitra

Team Members

Benjamin Kramer

Brian Guidarini

Katelyn Sinn

John Rachid

Christion Barnes

Aiden McMinimy

Accomplishments

- Ben
 - Greatly improved ball tracking
 - Added and started using the new video
- Brian
 - Started working on automated player recognition
- John
 - Integrated ball tracking into basic suggestions
- Katelyn
 - Research on 2D to 3D ball coordinates
- Aiden
 - Used editing software to try and stabilize the new video, minimize the shakiness, and add the full court
 - Began looking into outputting a video with the player position and suggestion data
- CB
 - Began researching how to integrate our work into an app

Pending Issues

-

Time

Team Member	Weekly Hours	Total Hours
Benjamin Kramer	6	40
Katelyn Sinn	4	35
Brian Guidarini	6	40
Christion Barnes	6	30
John Rachid	5	40
Aiden McMinimy	6	20

Upcoming Tasks

- Ben and Katie
 - Figure out how ball coordinates are going to be made 3D
- John
 - Continue integrating ball tracking into suggestions
- Brian
 - Finish player recognition and remove hard-coded locations
- Aiden
 - Figure out video improvement
- CB
 - Develop UI to help visualize all of our work thus far