

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

11/15 - 12/5

Client: Simanta Mitra

Faculty Advisor: Simanta Mitra

Team Members

Benjamin Kramer

Brian Guidarini

Katelyn Sinn

John Rachid

Christion Barnes

Aiden McMinimy

Accomplishments

- Ben
 - Added logic for when the ball is in the air and when it is being contented.
 - Helped plan the final iteration of
- Brian
 - Finished court recognition
 - Created a court object that provides the position of each line on the court
- John
 - Completed suggest return location
- Aiden
 - Edited the news video
- Katie
 - Recorded news video
- CB
 - Starred in news video

Time

Team Member	Weekly Hours	Total Hours
Benjamin Kramer	6	46
Katelyn Sinn	4	40
Brian Guidarini	6	50
Christion Barnes	6	30
John Rachid	12	44
Aiden McMinimy	10	35

Upcoming Tasks

- All
 - Demo
- Ben
 - Adding logic for when the rally and return changes.
- Katie
 - Starting website
- John
 - Address latency issues
- Brian
 - Look into the backend
 - Fix a minor bug in one of the court line positions
- Aiden
 - Figure out video improvement
- CB
 - Develop UI to help visualize all of our work thus far