Team Name: sdmay21-05
Team Members: Dillon Peters, Parker Bibus, Jamie Peterson, Jake Aunan, Aidan Sherburne, Brett Santema
Report Period: Aug 31-Sept 13

Summary of Progress in this Period
- Met as a team, discussed project progress
- Conducted market research about AR, CV, Chess engines, etc.
- Completed lightning talk presentation
- Determined which computer vision and AR platforms we will use
- Ordered Vuzix Blade AR product
- Created Vuzix developer account
- Began working on design document
- Began designing high-level overview of our project structure

Pending Issues
- Experimenting with computer vision frameworks and pre-trained models
- Awaiting delivery of AR product
- Finalize Stockfish as our chess engine of choice
- Get our team Git repo and task board set up, waiting on ETG?
- Continue to be enthusiastic about the project!

Plans for Upcoming Reporting Period
- Experiment with Vuzix dev, learn the ropes
- Experiment with CV pre-trained models and determine if we need to make our own from scratch
- Learn Stockfish API, how we can interact with it and get suggested moves back to the AR device
- Complete the first deadline for the design document
- Architect our git repo and task board, decide how we want to structure the project (different branches? for CV, frontend dev, chess, etc.)
- Revise Design Document Chapter 1 based on conversations with Dr. Zambreno to focus more on design instead of implementation
- Complete Chapter 2 of the Design Document