

Team Name: sdmay21-05

Team Members: Dillon Peters, Parker Bibus, Jamie Peterson, Jake Aunan, Aidan Sherburne, Brett Santema

Report Period: Sept 14-Sept 27

Summary of Progress in this Period

- Met as a team, discussed project progress
- Completed lightning talk presentation
- Got Gitlab repo set up
- CV codebase/git branch initialized, gitignore created
- OpenCV line detection jupyter notebook
- Began team task list and Gantt chart
- Experiment with CV pre-trained models
- Made progress on the first deadline for the design document

Pending Issues

- Awaiting delivery of Vuzix Blade
- Contact ETG about the AR glasses if we don't hear from them early this week
- Experimenting with computer vision frameworks and pre-trained models
- Download and experiment with game engine
- Standardize formatting of the design document
- Continue to be enthusiastic about the project!

Plans for Upcoming Reporting Period

- Complete the first deadline (Chapters 1&2) for the design document
- Architect our task board
- Complete team task list and Gantt chart
- Create Android Studio project, gitignore, git branch, etc
- Import Vuzix Blade hardware profile into Android Studio
- Figure out how to pass data between backend and frontend
- Begin creating datasets/models for CV board state determination
- Train Haar Cascades for CV object classification
- Implement basic edge detection
- Expand line detection to game board layout detection
- Experiment with game board localization
- Create and standardize formatting of instructions/documentation
- Order a traditional chess set