

Team Name: sdmay21-05

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

Report Period: Oct 19-Nov 1

Summary of Progress in this Period

- Met as a team, discussed project progress
- OpenCV chessboard pattern detection improvement
- Fine-tune CV pipeline and recognize individual squares on the game board
- Implemented point border and board square isolation algorithms for CV pipeline
- Completed the second deadline (Chapters 3&4) for the design document
- Prepared our first demo for the client
- Vuzix Blade image capture workflow for android application
- Welcome/demo screens for android application portion of the project
- Continuing game engine integration and testing/experimenting

Pending Issues

- Creating datasets/models for CV board state determination
- Create and standardize formatting of instructions/documentation

Plans for Upcoming Reporting Period

- Continue work as outlined by the Gantt chart
- Create large sample set of chess board images taken from the Vuzix Blade to be used for regression testing and tuning of CV algorithms
- Begin/continue work on voice commands
- Image preprocessing testing/tuning
- Begin chess piece detection and classification work
- Finalize Design Document
- Develop Final Presentation