

sdmay19-08: IC Chip: Automated Clay Target Scoring System

Week 10 Report

11/26/2018 - 12/3/2018

Client: Dr. Henry Duwe

Faculty Advisor: Dr. Henry Duwe

Team Members:

Eva Kuntz – Software Architect Lead; Report and Communication Manager

Cole Huinker – Software Architect, Data Analysis, Computer Vision

Steven Sleder – OpenCV and Machine Learning Lead; Data Analytics Lead

Michael Ruden – Hardware Architect Lead; Prototype Manager

Keith Snider – Software Architect; Webmaster

Weekly Summary:

The main focus on this week was preparing for our final project presentation, which included a lot of revisions to our design document and project plan, in addition to creating and practicing our final presentation.

Past Week Accomplishments:

- Mobile Application
 - Mock screens for mobile application created.
- Data Labeling and Collection
 - More bounding boxes has been drawn our still frames.
- Yolov3 Model
 - None

Pending Issues:

- Create work plan so project is easy to pick up after winter break.

Individual Contributions:

Team Member	Contribution	Weekly Hours	Total Hours
Eva Kuntz	Created final powerpoint presentation; revised project plan and design document; continued experimentation on SQLAlchemy; Wrap up meeting with client.	9	80
Cole Huinker	Continued with drawing bounding boxes on still images. Prep for the final presentation. Finishing up sections on design doc and project plan.	8	77

Steven Sleder	Worked on revising the project plan, design document, and prepared for the project presentation	7	78
Michael Ruden	Worked on presentation, updating the project plan and design document.	8	73
Philip Hand	Breaking up videos using Frame Ripper	7	60
Keith Snider	Prepared for final presentation.	7	67

Plans for the Upcoming Week:

- Eva Kuntz – Mobile application.
 - Create project plan for second semester work.
- Cole Huinker – Data labeling and drawing boxes.
 - Continue to label data over break
 - Continue to work on the mobile application.
- Steven Sleder – Deploy on the Nvidia Jetson
- Michael Ruden – Data labeling and hardware development.
- Philip Hand – continue to use frameripper program and labeling data
- Keith Snider – Starting designing mock data transmission