Assume a fixed number of digits (determines size of digits).

LED: small 5 needed

My team had a meeting with Bebis a couple of hours ago, and this is what we've come to (which will be addressed and completed for tomorrow's meeting):

1) Bebis suggested that the testing images for games (InstantRiches, Cashburst, etc.) need to be classified so that the program has an idea of what constant coordinates (top-left and bottom-right) of jackpot values to use for digit detection for the given testing image. This can be done by letting the user input what game it is or using automatic determination (using histograms) of which game it is. If a new game is introduced, automatic detection (scanning through the entire testing image for white objects) should be employed, though Bebis wanted us to work with fixed coordinates and non-LED-style fonts.

2) General dilation/erosion – helps LED but messes up Cashburst (digits get merged with comma/dot) – number of dil/erd steps should be game-specific.

If you have any questions let me know.