

Priority	Difficulty	User Story	Feature (Requirement)	Tasking	Status	Assigned
1	1	As a user, I want a user interface so that I can select how far the camera and projector is to accurately project the image onto the ball.	Allow the user to set the distance from the projector to the screen, from the camera to the screen, the height of camera, the height of webcam's position, and possibly the angle of the projector.	Display input fields for the user to type in the distances and submit to the program.	In Progress	Kevin
1	1	As a user, I want a user interface so that I can select how far the camera and projector is to accurately project the image onto the ball.	Set restrictions on the maximum and minimum values for the distance between the projector and screen and between the camera and screen.	Specify to the user the accepted values. Prevent the user from submitting values outside of the range.	In Progress	Kevin
1	3	As a user, I want to have any image projected onto the ball so that it conforms to its spherical shape.	Square pictures must be edited to be round to fit over the ball when projected.	Crop image to be circular with a surrounding alpha layer.	Done	Zac
1	8	As a user, I want to have any image projected onto the ball so that it conforms to its spherical shape.	The image shows up at the precise location on the screen from webcam input in comparison of the computer screen.	Flexible for difference between webcam and projector locations	In Progress	Ian
1	13	As a user, I want to be able to track a ball in motion.	The application must have the ability to track the ball.	Circle Detection/Hough Circle	In Progress	Andrew
1	3	When an animated image is selected, its animation should be displayed in cropped size.	Animated images should be edited then reassembled.	Edit image as animated or still depending of file type.	In Progress	Zac
1	5	As a user, I want to have any image projected onto the ball so that it conforms to its spherical shape.	Use circle detection to focus crop about	Crop image to be circular with a surrounding alpha layer.	Accepted	Zac
1	5	As a user, I want to be able to be able to control the application with my keyboard.	Implement hot keys to terminate and restart the application.	Use keylogger to track hotkeys to control the program.	Accepted	Alec
1	1	As a user, I want an interface that will allow me to choose file images to map the image onto the ball.	Allow the user to browse through their computer to select an image.	Implement a file dialog that allows the user to browse through their hard drives to select an image.	Done	Kevin
1	1	As a user, I want an interface that will allow me to choose file images to map the image onto the ball.	Verify the selected image with the user to ensure that they have selected the correct file.	Display the file path of the image after the image is chosen. If no image was chosen, let the user know.	Done	Kevin

1	2	As a user, I want a user interface so that I can control image selection and formatting settings.	Implement a GUI to control image selection and formatting settings.	Include a menu with various options and settings for the user to adjust for various distances to the screen from aparatuses.	Done	Kevin
2	1	As a user, I want a user interface so that I can select how far the camera and projector is to accurately project the image onto the ball.	Allow the user to specify the distances in various units, including meters, feet, etc.	Implement a dropdown menu to allow the user to choose the distance unit.	Accepted	Kevin
2	1	As a user, I want to be able to select various image and animated formats.	Allow all image and animated file formats.	Look up all image and animated file extensions and allow support for these extensions.	Accepted	Kevin
2	1	As a novice user, I want a set of preselected images to choose from, so that I can test the program.	Ability for the user to choose from various preselected images.	Add in an array of preselected/default images.	Accepted	Kevin
2	2	As a user, I want the ability to see all image files available in a directory when selecting an image to map onto the ball. This will be more convenient for me.	Display all image files through the file dialog.	Display all supported image file types in a single view.	Accepted	Kevin
2	2	When an animated image is selected, its animation should be displayed	Must display each frame of an animated image so that it retains its animation.	Isolate frames of gif and store individual images into array that will be displayed sequentially.	Accepted	Zac
2	5	As a user, I want to have any image projected onto the ball so that it conforms to its spherical shape.	Able to distort the image so that when it hits the ball it looks spherical.	Pass image through barrel distortion method	Done	Ian
3	1	As a user, I want the GUI to be responsive and display the current status of the program.	Display the current status of the program.	Implement a status bar.	Accepted	Kevin
4	3	As a user, I want to be able to record a video of my projection.	Session Recording and File Creation	Start webcam recording and save file without breaking memory constraints.	In Progress	Alec
5	13	As a user, I want to be able to track multiple objects in order to increase the functionality.	Object recognition for multiple objects.	Be able to create multiple objects in code to project the chosen image(s) on the objects detected by the webcam.	Accepted	Andrew