

Ludus Alliance

Step 1: Start training

Name coach:

Name athlete:

Name training:

Start

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Step 1: Start training

Name coach:

Bram Terlouw

Name athlete:

Bastiaan van der Bijl

Name training:

Training 30-03-23

Start

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Step 2: Check position

- 1. Athlete takes position conform guidelines.*
- 2. Take picture of position.*
- 3. Wait for image to be processed.*
- 4. Retry at faulty image or continue.*

Picture status: *No picture.*



Press to take picture!

Step 2: Check position

1. Athlete takes position conform guidelines.
2. Take picture of position.
3. Wait for image to be processed.
4. Retry at faulty image or continue.

Picture status: *Wrong position!*



Press to take picture!

Retry

Continue

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Step 2: Check position

- 1. Athlete takes position conform guidelines.*
- 2. Take picture of position.*
- 3. Wait for image to be processed.*
- 4. Retry at faulty image or continue.*

Picture status: *No picture.*



Press to take picture!

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Step 2: Check position

1. Athlete takes position conform guidelines.
2. Take picture of position.
3. Wait for image to be processed.
4. Retry at faulty image or continue.

Picture status: *Correct Postion!*



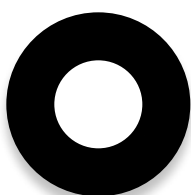
Press to take picture!

Retry

Continue

Step 3: Stream training

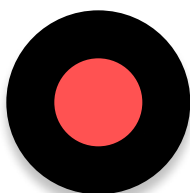
- 1. When athlete is ready, start stream.*
- 2. Keep camera centered on the training.*
- 3. See live feedback on the streaming device.*
- 4. Stop streaming when training is done.*



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Step 3: Stream training

1. When athlete is ready, start stream.
2. Keep camera centered on the training.
3. See live feedback on the streaming device.
4. Stop streaming when training is done.

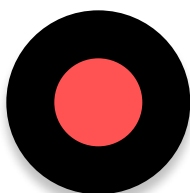


0:01 -- Possible hit

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Step 3: Stream training

1. When athlete is ready, start stream.
2. Keep camera centered on the training.
3. See live feedback on the streaming device.
4. Stop streaming when training is done.



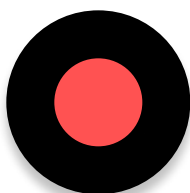
0:01 -- Possible hit

0:22 -- Wrong position

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Step 3: Stream training

1. When athlete is ready, start stream.
2. Keep camera centered on the training.
3. See live feedback on the streaming device.
4. Stop streaming when training is done.



0:01 -- Possible hit

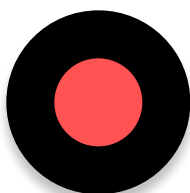
0:22 -- Wrong position

0:36 -- Possible hit

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Step 3: Stream training

1. When athlete is ready, start stream.
2. Keep camera centered on the training.
3. See live feedback on the streaming device.
4. Stop streaming when training is done.

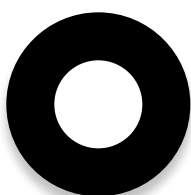


0:01 -- Possible hit
0:22 -- Wrong position
0:36 -- Possible hit
0:55 -- End training

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Step 3: Stream training

- 1. When athlete is ready, start stream.*
- 2. Keep camera centered on the training.*
- 3. See live feedback on the streaming device.*
- 4. Stop streaming when training is done.*



Submit