Introduction

* Inspiration
  + Playing table top games over the internet
    - Integration with another app (goblin bot)

Project Goals

Process

* Describe the process

Results

* Mostly successful
  + Out of the test images inputted, sits around 90% detection rate (excluding edge cases)
* Can output both the location of the dice (in the image) as well as the number to be used in other applications

Problems/Issues

* Lighting
  + Had to heavily constrain the input images
* Small gaps breaking contours
  + Many attempts to solve this, none have worked well
* Overlapping and directly adjacent dice are unable to be detected
  + Unable to find a clear contour to isolate individual dice

Future Work

* Fix the bugs/better detection
* Attempt to broaden detection scope (colored dice, numbered dice)
* Machine learning implementation