

Name: Marcel Pratikto

Project Title: AI Gamer

Team Members:

1. Marcel Pratikto

Overall Status: Progress 25%

Number of hours worked since last update: 9

Number of hours worked on the project thus far: 54

Total number of hours anticipated for completion: 130

Accomplishments:

- Changed controls from PyKey (keyboard) to PyPI's vgamepad (gamepad) for finer movements

Challenges:

- Upping the accuracy of OpenCV to 70% decreases the likelihood that a non-ball object is detected as a ball, the issue is that it also detects the ball fewer times than before
- OpenCV seems to detect the ball better when it's moving and struggles to detect the ball when it's still
- The initial detection when a new round starts is problematic as the ball doesn't move

Plans / Goals for next week:

1. Continue working on the synchronization between player movement and ball position
2. Figure out ball trajectory, and program a way for the player character to catch up to the ball

Accountability plan: (What is your plan to keep yourself honest and follow through with the goals that you have outlined?)

I will have my roommate make sure that I work on this at least 2 hours per day when I am not busy working on my other classes

Other comments:

N/A

Screenshot(s):

