Kevin Whitney

Design Project 1

Entry Log – Monday 1/28/2019

Between my last update and this update, as I had missed one in between, I switched what I had been spending the majority of my time on. Previously, my plan had been to work on recognizing J and Z so I could work on everything else after. After a little bit of thinking on it, I had decided that I would work on everything else before this and then move forward and do this last. Therefore, I will have the full application working and set up and I can easily just troubleshoot that with no other worries about messing anything else up.

At this time, my entire GUI is complete and working. I have network code handling logins, logouts, account creation, and am in the process of the high-score collection and reporting. My GUI is showing my console results, showing the user the current image of their hand, and allows them to reset the reference frame if their camera moves. The guided practice ASL chart is visible in the program. I have been testing the program and it really does get all the letters it is trained for.

The last two large steps are as follows. Firstly, to construct my game and do what goes along with that. I have started this process, and one long several hour work day should complete it. This will involve the reporting and displaying of the user’s high scores if they are logged in. After that, I will move forward with training the CNN with the data I am gathering for J and Z, and that is the completion of everything I set up to do. I still want to work on perhaps getting rid of some background noise in my hand capture, as well as work on the style of my GUI, as it is a little bland currently. The next few weeks before the due date will be entirely dedicated to these goals.