Kevin Whitney

Design Project 1

Entry Log – Monday 2/4/2019

Since my last update, I once again switch up the order of which I am doing things. I went forward and trained my CNN for J and Z recognition before anything else, as well as getting rid of some extra background noise that was present in most environments. I am also glad to say that that is working as intended, and that all the letters of the alphabet are now recognized with a decent amount of accuracy.

After this, I began work on my game. As of right now, the logic is done and the data values that I need are in place and recorded correctly. These include the timer of the game’s duration, the score value, the letter that the user needs to sign in order to get the points, and so on. The overall goal is to sign as much of the correct letters as possible before the time runs out. The next part to do is to incorporate all of this logic in to my tkinter display, so that there is an actual visual of the game. Currently it is all done on the back end, so the user does not see any of this data.