Project Assignment 3: Program Description

The program will be contained in a media player esque window which will allow a user to select an input video or use a webcam in order to begin the program's real application. Then they will be asked for an object to motion track, the selection will be done by the user selecting an object with their cursor. This object will then be tracked using the OpenCV libraries, and the coordinates of the object shall be used in order to overlay another image (of the user's selection) on top. These overlay images will come from a set of predefined overlay objects, which all come from the same parent class OverlayObject. The OverlayObject class is an abstract base class, meaning each of the objects will have to define the virtual draw() function, which will allow for custom effects (ex: static image, rotation, color changing, etc) to take place during the drawing of the overlay to the screen.