**Bugs Log**

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| **Bug** | **Description** | **Tasks** |
| Freezing (Major) | * Program freezes occasionally while stopping/uploading video. * It only freezes after a person has interacted with the installation and is changing between video playbacks. * It could be caused by a data leak from the video recorded (although error happens with loading a new video). | * 3 video playbacks alternating, allowing time between a video ‘renderings’ out and when it is required to play.   Finding an alternative video playback system.   * Having 2 video players in the program instead of 2 videos swapping between |
| Delay (Major) | * Video mask delayed compared to rectangle outline. | * Would need to find a way for both live video and live rectangle being on the same screen without rectangle being recorded. |
| Multiple Cameras (Major) | * Record a show and create a video loop for the audience to interact with. * Have a camera live for users to interact with. | * This will be decided depending on permission for recording theatre performers. |
| One hand detection (Minor) | * Software sometimes does not register a blob when only one hand is visible. * Video mask disappears. | * Will need to seek exact spot of where detection of blob is slipping. Most likely an ‘if’ statement error. As a last resort the option of removing one hand detection is possible. |
| Usability (Minor) | * Difficult for users to understand how close their hands need to be without interference from their stomach. | * User feedback. * Visual cues explaining how to use it * Emphasis on the detection of player’s body parts. * Re-do designated hand positions code. * Recalibrate blob detection. |