* Progress report
  + Kinect Prototyping
    - Have vector representations
  + Leap Motion Spike
    - Wollowski agreed it was not a wise approach for now, can keep in back pocket if Kinect prototype is not robust enough
  + Preprocessing
    - Working on pre-processing using color filtering to detect blocks against uniformly colored background
    - Using Kinect camera (non-depth) for now
  + Integration
    - Reviewed UIMA pipeline
    - Need to do work to separate ROS components from core processing
    - The annotator structure (networking across components) seems usable
  + Documentation Updates
    - Reviewed architecture doc with Wollowski
    - Wrote a couple of use cases based on scenario statements
  + Some code uploaded! -> Relates to vector prototyping
* Next steps
  + Can we improve robustness of Kinect hand gesturing?
  + Finish preprocessing ASAP
  + Pass pre-processing to components to get predictions of nearest block based on gesture
  + Refactor UIMA pipeline to serve as “meeting grounds” for individual components
* Questions/Concerns
  + How much presentation time should we devote to context / how much should go to just talking through our requirements?
  + Will we want to show any demoable work or just focus on the process/requirements?
  + Will the panel review have any bearing besides corrective action? I.e. is there a grade that he uses as well?