

Sprint 0 review

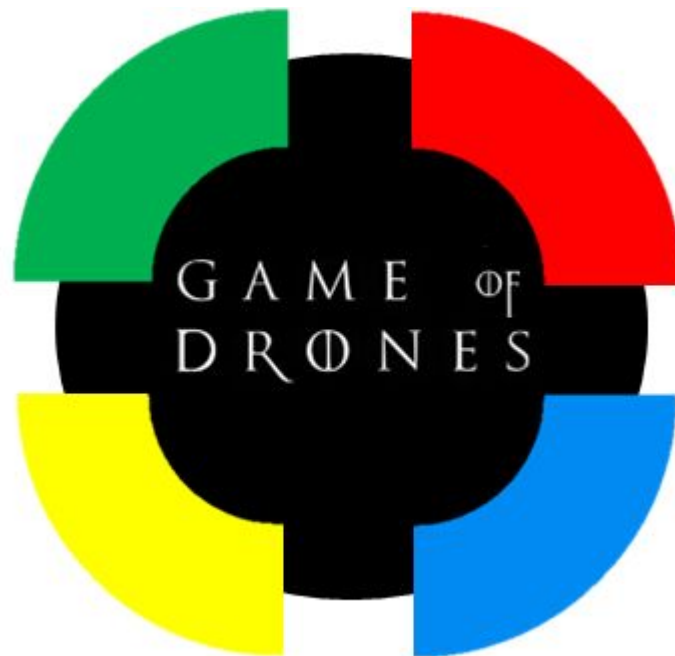
PROJECT RAJESH

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Project “Simon”



Our website:

<https://sites.google.com/site/projetsecinsa/projets-2015-2016/project-rajesh>

Project presentation

- Mix between Simon and Just Dance
 - A random sequence of movements
 - Must be copied
 - Incrementing length
- Multiple game modes
 - Simultaneous multiplayer mode
 - Turn-by-turn multiplayer mode
 - Score by length
 - Score by speed
 - ...





**JUST
DANCE
2015**

Features



- Image recognition to detect players
- Scoring system
 - Hall of fame
- In-game notifications
 - LED
 - Audio
 - Computer
- Sound ambiance/music

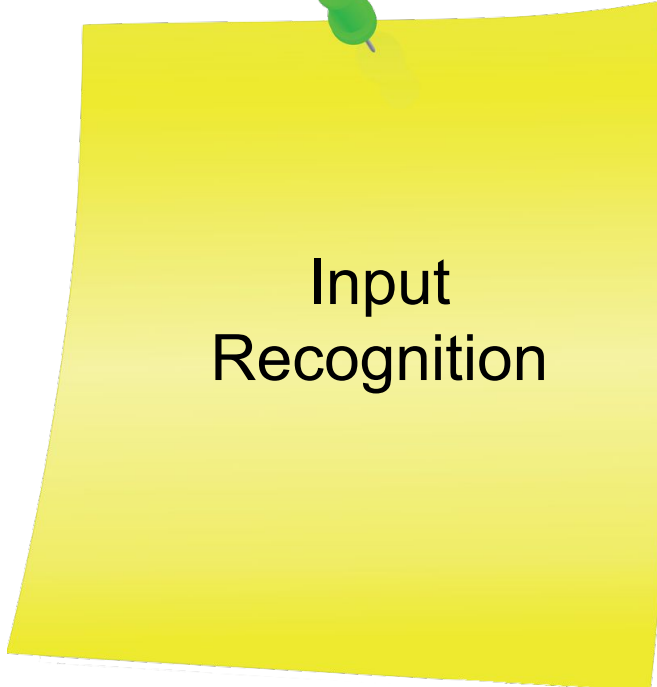

Directions



Embedded
Drone Control



Game System



Input
Recognition



Graphical User
Interface

Wireless
Communication



User
Notifications

Risks and weaknesses

- Image recognition
 - Unknown camera quality
 - Weak computing power
 - Algorithmic challenge
 - No real mitigation possible at the moment
- Broken drone
 - Careful handling
- Emma follows a Research Master cursus
 - Unknown schedule
 - A good planning can avoid all issues



Sprint 1 Planning

N°	Name	Score	Subtasks	Acceptance Tests
21	Developer Workspace Installation	2	2	1
19	Hello World	1	3	1
1	Drone Stabilisation	2	3	3
11	Communication with the Drone	3	4	4
4	Image Acquisition	2	2	1
18	Basic Game Input	1	0	1
22	Image Recognition Spike	3		

14 points in total



Thank you!

Do you have any
questions?

