

Here is my list:

- Worked on the vision. I did quite a bit of cleaning, refactoring on the GUIs and abstracting everything so it's easier to maintain.
- Helped Georgi K to make the vision run smoothly and exit on keystroke. Also, gave him some advice on how to smoothen up the socket communication and the inter-process communication with using pipes, because I have experience with large multi-threaded applications.
- Tried unsuccessfully to make the PyGame module to display text on the screen. Had some serious library issues and decided to work around it. That's why I am currently finishing up a separate debug window.
- Tried to adjust the thresholds appropriately so the vision can recognise yellow and tweaking the parameters.

Plans for next week:

- Do further work on abstracting and cleaning up the vision system, as to make it more maintainable and make the drawing on screen easier.
- Help Georgi K with the barrel distortion removal and calibration. We have already devised a plan on how to do it, so we just need to implement the solution and do it.

I reckon I've spent roughly 15 hours of solid work into this since the last milestone.