Milestones and Deliverables

* Test what will and won’t work well with the suction cup.
* Select material that works & is within budget to create game pieces
* Create board, X tiles, and O tiles
* Program to find colored (white) tiles on a black table
* Program to put tiles between lines
* Simulate the program and test (OpenCV)
* Algorithm to detect X and O piece layout
* Algorithm to decide next move
* Create test cases for the algorithm
* Implement algorithm on different scenarios (AI to play the game)
* Test play on the robot arm
* Make final improvements based on test results