

Question is the part 3 but it need use the information regarding the four corner in the part 2:
 Opencv VERSIO 4.6.0
 Language :C++
 IDE VS2019

Ground truth of frame is in the folder
 No strict precision

Part 2. You are given the locations of the four corners of the board ((114.0, 17.0), (53.0, 245.0), (355.0, 20.0), (433.0, 241.0)). Determine whether there is a piece in each square and what sort of piece that is (i.e. black or white). Record the locations of the pieces and compare this to the provided ground truth for the 67 frames (recording the number of occurrences in a Confusion Matrix such as that shown below – the sum of all entries in this confusion matrix should be $32 \times 67 = 2144$). Note that the piece locations are specified in the Portable Draughts Notation (PDN – See https://en.wikipedia.org/wiki/Portable_Draughts_Notation) format where the numeric locations of the pieces are as shown below).



		Ground Truth		
		No piece	White	Black
Predicted / Detected	No piece			
	White			
	Black			

Part 3. Process the video of the draughts game identifying appropriate frames to process (and note that you cannot make use of the 67 static images when doing this). Find and record the moves made again using the PDN notation. Ground truth for the moves is “1. 9-13 24-20 2. 6-9 22-17 3. 13-22 26-17 4. 9-13 30-26 5. 13-22 25-18 6. 12-16 18-14 7. 10-17 21-14 8. 2-6 26-22 9. 6-9 22-18 10. 11-15 18-2 11. 9-18 23-14 12. 3-7 20-11 13. 7-16 2-7 14. 8-11 27-24 15. 1-6 7-2 16. 6-9 14-10 17. 9-14 10-7 18. 14-17 7-3 19. 11-15 24-20 20. 16-19 3-7 21. 15-18 7-10 22. 18-22 10-14 23. 17-21 14-17 24. 21-25 17-26 25. 25-30 31-27 26. 30-23 27-18 27. 19-23 18-15 28. 23-26 15-11 29. 26-31 32-27 30. 31-24 28-19 31. 5-9 29-25 32. 9-14 25-15 33. 4-8 11-4”. Analyse how your system has performed in terms of whether appropriate frames are found and whether the moves are recorded correctly.