Udacity Capstone

# Pre-Production and Scope Reduction

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| # | Idea Description | Feasibility | Scope | Implemented |
|  | Scene 1 Two buttons – each button would load different scenes. Based on button click, move to different scene  Scenes would be a 360 video of an adventure sport or a maze game | Possible | Out of scope | No |
|  | Speech recognition to move to different scene | Not possible | Out of scope | No |
|  | Video player on a TV game object | Possible | In scope | Yes |
|  | 3d scan of a TV | Not possible | Out of scope | No |
|  | Un winnable game to play | Possible | In scope | yes |
|  | Implement minimax algorithm | Possible | Out of scope | No |
|  | Cloud compute minimax algorithm | Possible | In scope | Yes |
|  | Tic Tac Toe | Possible | In scope | Yes |
|  | 3d scan of the Cardboard viewer with Udacity branding | Possible | In scope | Yes |
|  | Low polygon model of TV | Possible | In scope | Yes |