Presentation 1 Minutes:

Team: SE3
Project: Sudoku
Team Members: Shicong Liu, Quan Kong, Tanmay Varma, Byron Wheeler, Zac Throneburg (TL)

Introductions

Professor Comments:

- **Add documents in the GForge documents instead of activity.**
- **Issues are what we have been discussing and the environmental challenges.**
- **Do you have backup? (undo button)**
- **Risk of parts not fitting together? Explain**
- **Discussion about use cases (tables VS diagrams)**
- **Using zeros as blanks**
- **When you save it you would have previous version and the current version.**
- **Are we assuming that it's an image file (can't scan a newspaper)**
- **How about taking Collegian Sudoku puzzle and use that for font (and other things)**
- **Easy to convert grayscale into black and white.**
- **Are you going to have pixel by pixel match (image comparison)?**
- **Problem with image scanning. Suggested a different approach for image scanning (increase difficulty).**
- **7 segment display (look into it).**
- **More general and less work with 7 segment display.**
- **Comparing each pixels can't be reliable sometimes.**
- **Approach should be more robust with the noise.**

CImage class decision, better for what we need
Team is in 2 parts, image processing and game play
Everything up on GitHub and GForge
Byron got things working in C# and now getting it done in C++
Zac: vision and scope document explanation
Byron: explained why there can be issues of 2 parts of the project working in sync.
Zac: explains use case
Byron: image processing
Final questions and conclusion