**Project Name**: **Education**

Week of: 9/3 – 9/10

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**Brief Summary:**

Our goals for this week were:

1. Get Leap and PyGame working on everyone’s computers
2. Familiarize ourselves with PyGame
3. Create a drawing app (without Leap Motion integration)
4. Add Leap Motion functionality (if feasible)

**This week:**

1. Our “wins”

Everyone is up and running with the Leap SDK!

Rob is getting more RAM (2 -> 8 gb)

Have helloWorld.py in-line doc done

We have our own project repo

We have setup documentation done

Have the drawing functionality (with Leap integration) in the repo

1. Outstanding issues

PyGame version/compatibility issues on some machines

**Next week plans:**

Some goals:

1. Gain a deeper understanding of the Leap Motion SDK
2. Look into a machine learning approach (tools (?): Neural network, Pytesser, OCR stuff, etc.)
   1. See what data we can get from Leap
   2. Look into image recognition
   3. Get data of movement on Leap
   4. Defining start and end of drawing (visual feedback for ending motions: green light?)
3. Creating hover icon that scales as you get closer or farther from “touch” zone
4. Zone in on a definite name (Leap.edu)