GROUP 2

MOVEMENT CORRECTION SYSTEM

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CURRENT MILESTONE?

- **Final software design**
- **Algorithm for mistake identification**

WHAT WE CHANGED IN OUR PLANNING

Reaction to last Presentations feedback:

- More focus on Product Development
  - What do users actually want?
    - User research: Interviews with possible users
    - Change in requirements based on the interviews
  - Which data do we want to visualize and how?
    - Based on User Research: mainly focus on boxing-specific performance data(speed/stamina)

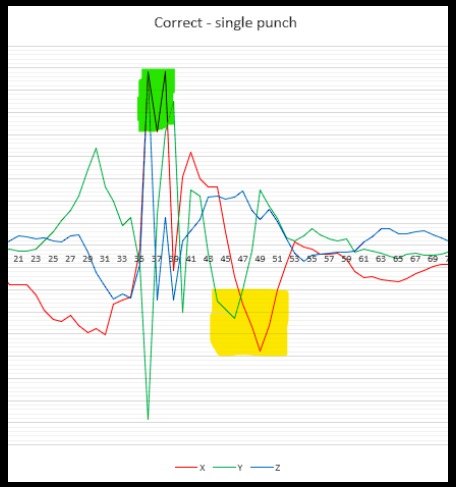
USER RESEARCH

- Standardized Interviews with boxers of different skill levels
- Main changes/additions in requirements:
  - Focus on boxing-specific performance data: punching speed and stamina
  - Round-based training sessions
  - Less focus on mistake recognition, because beginners are usually not able to correct problems themselves
- Full documentation can be found on github

DATA ANALYSIS & ALGORITHMS

Current algorithms for:

- Punch recognition
  - Based on acceleration threshold(x – forward direction)
  - prevents counting one punch multiple times
- Hand dropped after a punch connects
  - Based on acceleration threshold(x – forward, y – wrist rotation)



- ➢ Both algorithms successfully tested with sample data, real world testing(with different test subjects) is still needed
- ➢ Algorithms for speed calculation is still needed

UI DESIGN :

- https://www.figma.com/file/Rj2K6yia15705oUkY1Cfv0/Polar-Project?node-id=0%3A1&t=2OtLA0n0b4dZONdw-0

- https://www.figma.com/file/Fgp7wYVid2xmknKW4hEb55/Polar-team-library?node-id=0%3A1&t=U1h12dUdxMuoa71z-0

TRELLO BOARD UPDATED:

- https://trello.com/b/spMHJ8pW/team2