

Member	Task	Start Date	Target Date	Status	Comments
Gemma	Develop logic for detecting ball pots.	3/18/2024	3/20/2024	Complete	Accurately detects ball pots with no significant issues.
	Hide balls upon potting and update score accordingly.	3/20/2024	3/22/2024	Complete	Balls hidden upon potting; score updates correctly.
	Implement scorekeeping mechanism to track potted balls.	3/22/2024	3/24/2024	Complete	smooth scorekeeping mechanism with no major issues.
	Implement functionality to save/reset inputs using buttons.	3/24/2024	3/26/2024	Complete	Implemented as planned; minor adjustments needed for optimal UX.
	Display score on hex	3/26/2024	3/28/2024	Complete	Score displayed correctly without issues.
	draw images fo4 welcome screen, gameplay screen, and end game screen	3/28/2024	3/29/2024	Complete	Screens drawn successfully; iterative improvements for optimal visuals.
	configure states to align with corresponding vga image display	3/28/2024	3/29/2024	Complete	States configured appropriately with minor alignment issues.
	test and debug bga elements to display best size and number of balls for gameplay	3/28/2024	3/29/2024	Complete	VGA elements optimized; some adjustments for optimal display.
	sharpen up vga images and add instructions for improved user expereince	3/28/2024	3/29/2024	Complete	Images enhanced for clarity; iterative adjustments needed for improved instructions.
Aahan	Write code to convert image data into pixel data.	3/18/2024	3/20/2024	Complete	Successfully converts image data into pixel data.
	Develop animation logic for cue movement.	3/20/2024	3/22/2024	Complete	Cue movement animations developed without major issues.
	Integrate angle and power inputs to determine cue animation parameters.	3/22/2024	3/24/2024	Complete	Angle and power inputs integrated for cue animation with no significant problems.
	Design and implement guidelines to indicate ball trajectory.	3/24/2024	3/26/2024	Complete	Guidelines accurately depict ball trajectory with minor adjustments.
	Implement physics engine for ball movement.	3/26/2024	3/28/2024	Complete	Physics engine implemented smoothly with minor tweaks.
	Configure input handling using keys on DE1-Soc.	3/26/2024	3/28/2024	Complete	Input handling configured as planned with minor adjustments.
	Poll angle and power values from keys.	3/26/2024	3/28/2024	Complete	Angle and power values polled successfully with minor adjustments.