Using Image Processing to Identify and Score Darts thrown into a Dartboard

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*Abstract*—The following document is a report for an image processing project at the Technical University in Cluj-Napoca. The aim of the project is to get familiar with computer vision and image processing using OpenGL. The project examines the problem of keeping the score in a game of darts. Currently players must manually count the score or use less professional digital boards. In this paper the author presents a proposed solution for this problem.

Keywords—Image processing; OpenCV; thresholding; morphological processing; image segmentation.

# Introduction

## Topic context

“Darts” is a two-player-game, in which each player should score points. Each of the two players has three darts. Players throw their darts into a circular target, usually attached to a wall. The target is divided into 20 slices, each slice having a value from 1 to 20. A slice also has two special zones, that together make a double and triple ring. A dart thrown in these regions multiplies the score. There is also a third, smaller ring, called the “bull’s eye”, that is situated at the center of the circular target. To make a distinction between regions, normal regions (without multipliers) are usually colored black and white, while the multiplier regions (doubles and triples) are colored in green and red. These colors appear alternately, so that it is easy to decide in which zone a dart belongs to.

## Issues that should be resolved

During a match (that may be competitive or just at a hobby level), players must count their score at each round. Although this implies only basic mathematical operations (addition, subtraction and multiply), it can get hard to count the score. Also, keeping the score in a written form becomes unavoidable.

Some players even choose digital dart boards made of plastic that can detect and keep score using built-in sensors. These boards are however prone to break and their quality is bad. These types of boards are a solution for the score-keeping problem, however a proper solution should not reduce the quality of the game.

## Proposed objectives

A good solution should be one that does not affect the quality of the game but it can still count the score. This may be achieved by image processing on an already existing dart board.

The method presented in this paper takes images from a fixed position. The first image always captures the empty dart board to determine the regions of the board. Then at each round, the application detects the darts thrown into the board and counts the score.

The objectives can be summarized as the following tasks:

* To segment the image representing the dart board into regions – each region corresponds to a value;
* To detect the region where the darts are being thrown – and consequently to be able to count the score.

## Documentation structure

<structure of the next parts>

# RELATED WORK

## Existing literature

The project with the same title as tis paper (and many others) was inspired by another image processing project at the Stanford University’s Digital Image Processing[[1]](#endnote-1) course. Several other projects can also be found on the Student-Proposed Projects section[[2]](#endnote-2).

The project entitled “Using Image Processing to Identify and Score Darts thrown into a Dartboard” belongs to Jacob D. Delaney and its report[[3]](#endnote-3) can also be found on the Student-Proposed Projects section.

I have not found other papers that deal with the same problem as the one described in I.B, however it was easy to research on problems dealing with image processing in OpenGL. The laboratory guides[[4]](#endnote-4) were also helpful in understanding the main concepts that are used in this project.

## Methods that can be applied

* thresholding;
* morphological processing;
* image segmentation.

## Possible solutions

<MATLAB solution>

# PROPOSED SOLUTION

# EXPERIMENTAL RESULTS

# CONCLUSIONS

##### Reference

1. EE368/CS232: Digital Image Processing, Prof. Gordon Wetzstein [↑](#endnote-ref-1)
2. <http://web.stanford.edu/class/ee368/Project_Autumn_1516/index.html> [↑](#endnote-ref-2)
3. <http://web.stanford.edu/class/ee368/Project_Autumn_1516/Reports/Delaney.pdf> [↑](#endnote-ref-3)
4. <http://users.utcluj.ro/~andrapetrovai/ip.html> [↑](#endnote-ref-4)