Meeting notes for 9/21/16

To Do:

* Submit meeting notes to GitHub
* Edit and submit writing assignment #1 project description
* Submit slides to google drive

Research:

* Documents and previous code
* Slam Kinect
* Sensors: sonar, Kinect (points to front)
* Tobii sensor. Become familiar with eye sensors
* EEG we could buy that is easy to use on Windows and costs less than $1000

New Features

1. Obj detect, be able to avoid trashcan, move around objects, vision thing
2. Motor calibration, find errors on mechanics on hardware and change in software
3. eye gaze, (re) calibration, come up with way to not calibrate, eye typing software written in java, Tobii supports C#, important/difficult issue\*. /research project
4. screen specific filtering, change eye gaze to be aware where looking at, optimize the eye gaze. Mouse moves to place where looking. /difficult/ research
5. Megabee eye gaze, Becker box \*\*easiest, reading about tobii, order tobii, java to c#
6. EEG for future / will come later. For a button click/ stop button. Have as an extra layer of communication,

Start on 1,2,5 first

After that, then do 3,4

Lastly do 6

9/22/16 Meeting notes:

1.Fix object detection: Justin, Max

-look at code

-get Kinect working

2. Motor Calibration: Fred, Aidan

Research:

-look at code

-research calibration

Work:

-run chair

-understand sonar sensors

3.Becker Box: Pat, Aidan, Max

Research:

-ALS blink ability / selction

-Becker Box

-Layouts

Work:

-Get eye gaze running

4. Eye gaze calibration

TBD

5. Screen Adaptations

TBD

Everyone:

-look and edit project description at slack doc

-Build solution

-Put solution in new repo: Aidan

-Add Sakire and Matt to repo: Aidan

-Understand run requirements for chair