FOLK COMPUTERS AS GAME INTERFACES
DEVELOPMENT LOG

MELODY HENRICH

AUGUST 03, 2024

Introduction

This document is the development log outlined in the Higher Level Design Document (HLDD) submitted along with the initial directed study request.[1] As such, this document contains the following:

- Week-by-week progress updates
- Meeting notes from update meetings with faculty supervisor
- Playtest notes from any playtests conducted during the project

The week-by-week progress updates will take the form of notes on what deliverables were and weren't completed during the week, and the plan for the following week.[2] Additionally, any changes in scope or project direction will be documented in the weekly logs, and later worked into the finalized HLDD.

The meeting notes will be initialy taken in bullet form, but reformatted into prose for this log. The same process will be used for playtest notes.

[1] The plan of study is available in the same GitHub repository as this log.

[2] These weekly updates will begin from after the first meeting with my faculty advisor Prof. Murphy on 2024-07-12.

Week 1

Deliverables completed

- Initial hardware setup
- Prelim. software architecture design
- Documentation layout
- Timeline established
- Set up software project

Deliverables to-do

- Redo software design for new deliverables
- Read camera input into software
- Detect AprilTags
- Drawing hard-coded shapes

Calibration moved from hand-calibration to hybrid.

Aspect ratios between the camera and projector match, but there is a slight fisheye in the camera and there will always be a slight offset. In order to achieve maximum accuracy, a vector offset must be *combined* with a skew-like projection tranformation to account for any distortion in the image.

Design change removing the editor.

Due to scope concerns, the editor side of the project will be scrapped in favor of manual authoring of data files. This is now a reach goal, allowing project goals to remain MVP-oriented and achievable within the timeframe of the directed study.

Meeting Notes

Kickoff Meeting 2024-07-12

- Work begins!
- Most things are already pre-planned
- Scrapping editor, slimming down scope
  - ‣ Reach goal
- Think about 3D applications
- Timeline looks good

Update Meeting 2024-07-18

-