Meeting with Lachlan - professional Brisbane squash player

* Automatically process how many hits have been done
* There are so many different shots - so hard to track manually - can we make this automatic
* Positional data - sometimes MOST important
* Start with coach user privileges - work towards players
* How many shots have been hit within 1.5m of the T - whoever has more shots here it's likely they have the dominance
* Total distance ran of each players - each squash court has the same distance should be able to use this
* Acceleration and deceleration - this builds on from distance travelled - much harder to run in different directions than a straight line
* Could we divide the court in 2 to decide whether it's a backhand or front hand
* We could get some core features done and then say we explored some additional features such as x y and z - talk about the feasibility here
* Get a certain diameter around the T - whoever inside here they are probably the dominant player
* An arch around the serving box?
* Time between shots? How does this vary from different skills