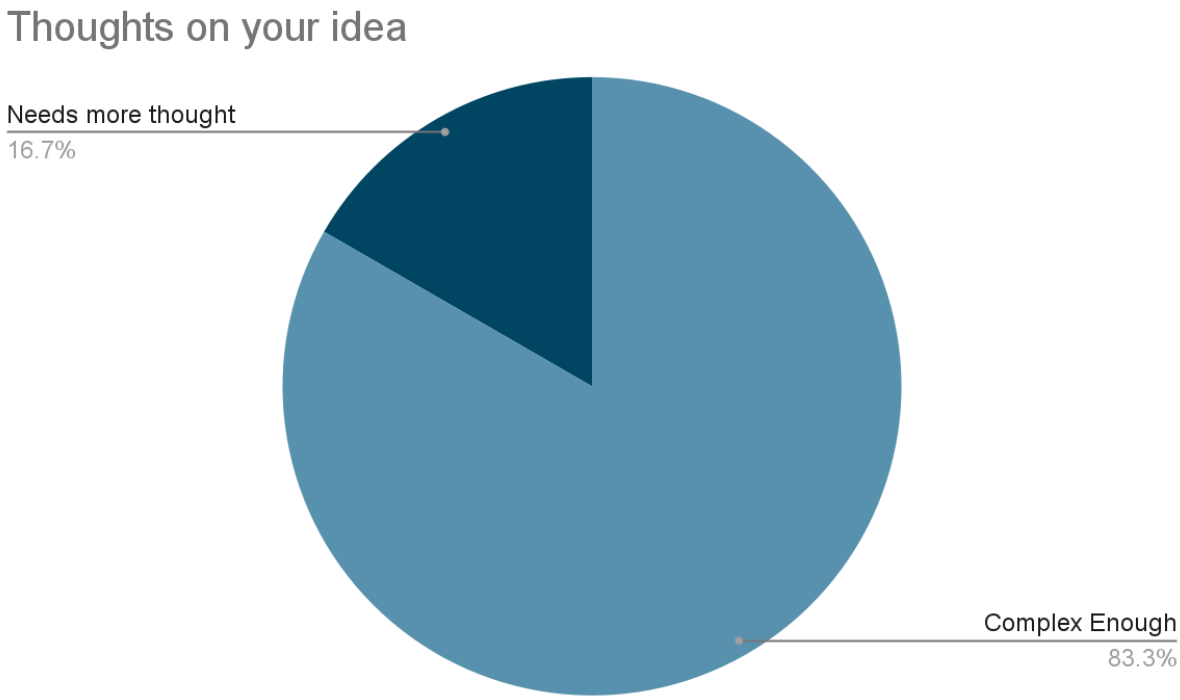
First Presentation Feedback

Group Members:

- Arlind Bengu
- Mathew Viola
- Roshanda Dearbone



Professor Remarks:

I do suggest not insulting the audience or mocking them in any way next time during a presentation; you will more than likely lose interest rather than keep it.

Overall the idea seems rather simplistic but in reality I find it might be a bit difficult. Firstly, you will need to be able to connect a sensor on the ground to a Pi on the table. This will also require defining a playable area, keep in mind this will be a packed room with close to 100+ people in it. It will also be very loud so I do suggest looking if it is feasible to use ultrasonic sound or if you will be able to catch player movement with a different sensor.

A few cases with detecting player state seem rather difficult to me:

- When a player is behind the rope

- When a player is jumping
- When a player landed on the other side

At this moment I am unsure how you will handle these different states if you are using ultrasonic sound, since it is pulsating versus just always there like a laser.

I do suggest next time having a mockup of the GUI, there could be suggestions in terms of user design that could be helpful to make your project look more polished.

Specific Remarks (from peers):

- Seems too complicated
- Interesting jump rope concept, using an ultrasonic sensor.
- The explanation was not clear enough
- Well thought out. Plenty of materials used.
- Seems well thought out
- Interesting idea
- Needs thought for people walking past
- It is an interesting concept.
- make sure you change frequency to get a higher distance
- seems problematic with knowing where the rope is as well as if you lose the game
- Seems like a good game, but I don't think it's going to be a thing that anyone would actually use.
- Fun, funky idea. Question on how exactly the motion will work.
- Doesn't really account for sound in an ultrasound project.
- absolutely no way
- I'm not sure if there will be enough room for people to be jumping that much in the busy room for the final projects.
- Seems tricky to detect the jump rope alone. How will it account for lateral movement when jumping.
- Consistency might be an issue since the ultrasonic sensors isn't itself super consistent, otherwise seems promising
- A laser would be better suited for sensing if the foot is there or not.
- Sounds like a fun project. Also seems fairly simple code and engineering wise because the sensor could just be setup on a timer and the engineering aspect is just a single sensor.
- The person who is jumping over the rope will have to jump forward when jumping over the rope because the rope never moves. How will they be able to continue on if they are on the other side of the sensor?

- This seems like a fun idea, but it might be challenging accounting for cheating though. Theoretically, I can just stand aside and not play while racking up a crazy high score.