

Primary Goal: Risk Identification and Mitigation / Weighing Different Ideas

1. **Background and context** What information about your project does the audience need to participate fully in the technical review? You should share enough to make sure your audience understands the questions you are asking, but without going into unnecessary detail.
 - Our favorite project idea so far is a game that would combine CV and AR into the gameplay. Basically, the human player would be able to add obstacles to the game environment by placing them in front of a separate game display screen, OpenCV would detect the obstacles, and these obstacles would become a part of the actual game that other features in the game could interact with. This idea is based off of a project we were impressed by at MakeHarvard (puppet.io).
 - Other ideas we had were:
 - Platform game where platforms are created from real world feedback
 - Side-scroller/Mario style game that combines CV and AR
2. **Key questions** What do you want to learn from the review? What are the most important decisions your team is currently contemplating? Where might an outside perspective be most helpful? As you select key questions to ask during the review, bear in mind both the time limitations and background of your audience.
 - Fun vs. scoping:
 - Which game do you think would be most fun?
 - What would be a project within the scope of this time frame?
 - Which idea(s) seem to best balance scoping with fun and complexity?
 - In a worst-case scenario, is having functional game behaviors (ex: the sprite follows any box the human player places in front of the display) sufficient for a complete project?
 - Do you see any potential issues we could run into, especially considering we both do not know how to use OpenCV yet?
 - If so, what are they?
 - How can we mitigate the effects of different ambient environments on how the camera is able to detect different objects?
3. **Agenda for technical review session** Be specific about how you plan to use your allotted time. What strategies will you use to communicate with your audience?
 - Schedule:
 - Overview: 2.5 minutes
 - Ask Key Questions: 1.5 minutes
 - Feedback on Key Questions: 3 minutes
 - General Feedback: 3 minutes
 - We will be using a slideshow

4. **Feedback form** Create a Google form that folks in the review will use to provide you with feedback or answers to various questions you pose to your audience. Since, at least for the first review, the time you have to present will be relatively short you should expect much of the feedback you get to come from this form rather than thoughts expressed orally during your session. Please create a feedback form tailored for your architectural review and share the link no less than 2 hours before class.