



Three responsibilities:

**1. Board, Marker, Calibration → Moritz**

- Create the board (big enough to fit markers of size 3cm) with a marker in each corner
- Create 16 platforms for figures with markers on top
- Calibrate camera -> get transform matrix
- Mark positions for start, path, target, houses

**2. Markertracking, logic → Cheng Zhang**

- Track markers
- Save the position of each figure (position = when figure stays > 1s in same place)
- Notice beating (the figure which moved last is the winner, beating is when both are in the same position around 1cm between them)
- Find out exact time and distance by trying

**3. Render figures and animate → Marie-Lena**

- Create and render figures
- Animate start position
- Animate beating
- Animate reaching goal
- Animate victory
- Maybe render house on top of where the figures are placed at start

**Cheng Zhang** will set up a GitHub repository until Friday, 5<sup>th</sup> July.

Next meeting: Wednesday, 10<sup>th</sup> July, 3:00 pm