Protocol 10th July 2013

1. **Moritz**
   a. Upload video of board
   b. Determine unique markers (16+4+1(dice)) and upload pdf
   c. Print marker for dice on the board
   d. Invoke animations Start, Win (only one), Victory (all four), maybe beating
   e. Put markers on top of something hard, color them
   f. Print board in color

2. **Markertracking, logic → Cheng Zhang**
   a. Integrate files
   b. Track markers
   c. Save the position of each figure (position = when figure stays > 1s in same place) → take data structure map<ID,Figure>
   d. Invoke beating (the figure which moved last is the winner, beating is when both are in the same position around 1cm between them)
   e. Find out exact time and distance by trying!!

3. **Marie-Lena**
   a. Position figures with correct projective perspective
   b. Figures must face each other while beating
   c. Match marker ID and figure
   d. Make virtual dice (if marker is not visible for more than 2 seconds, random number, animate)
   e. Make public functions for dice, invokeAnimation
   f. Maybe render house on top of where the figures are placed at start

Next meeting: Thursday, 11th July, 2:00 pm