

UI Progress 1

Completed Steps:

- Researched methods of displaying a video on the GUI window itself (the goal is avoiding opening a new window or having to navigate between different screens).
 - PyGame has a good framework that uses a time-based interface (i.e., it forces you to manually code many of the features that Tkinter automatically does for you)
- General Tkinter GUI framework created
- Created a drop-down menu to toggle between the different videos
 - Because my GUI currently lacks video functionality, each of the different “videos” is represented by images.
- Sample “Predict Car Crash” Button created with a tooltip

Future Steps (In Order of Priority):

1. Embed videos into the GUI interface (02/27/20)
 - a. Dr. Gabor provided us with plausible options: PyGame & PyQt
2. Connect the dropdown interface with the video toggling feature (03/02/20)
3. Allow user to change depth differential, frame rate, and various other video processing features (03/03/20)
4. Add YouTube video functionality (i.e., the user inserts a YouTube link and two time stamps and my GUI will fetch the video at that URL between those timestamps.) (03/05/19)