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Period 5

3/9/20 - 3/13/20

Journal 22

This week, there were major improvements to the UI. Firstly, I added functionality to the “back” and “next” buttons, so now the user can tab through graphical displays of each step throughout the process. In the image below, the current display shows the predicted 3D bounding boxes of each piece. These are very helpful in both understanding the underlying processes and also for debugging purposes. If we ever add steps to the process in the future, we will add a corresponding graphic. Additionally, we will write captions for each image to explain to the user what is going on in the current step.

I also added a status console in the top right corner of the UI, as shown in the image below. Originally, we were just printing everything to the console, making it difficult for an inexperienced user to understand, and moving the information to the UI will make it much more intuitive and convenient.

As for the backend, I adjusted the line linking method to throw away any line segments that did not have any similar segments to them in the image. Before, we were having some problems with board detection in some cases, and most of them were because there were stray lines going diagonally across the board, confusing the algorithm. These formed because a stray line segment was turned into a full line, but now the algorithm filters those out.

