Daily Log

Wednesday October 16

Worked on fixing the code that would add the basketball to the tracker that is already tracking the scoreboard. Maybe the ball was not being tracked because it is too blurry.

Friday October 18

Tried changing the sizes of the image and using different trackers to track the ball. The ball is very blurry right now, so I may have to get a video that is more up-to-date. The scoreboard box was also going away with the ball box, so there may be something wrong with the actual code.

Monday October 21

Played with changing the type of tracker. I was using a MOSSE tracker before because it was the fastest one even though it was not the most accurate. I tried the KCF tracker and the CSRT tracker, but they did not produce any noticeable changes.

Wednesday October 23

Because the trackers were not working, I started meddling with the YOLO neural networks again. I changed the suppression and confidence thresholds some more to make sure YOLO did not work. It did not look like it was working.

Friday October 25

I worked on debugging the actually code because I think there was something wrong with my method. I also looked online to see if there were any other better solutions to the problem. I could not find any.

Timeline

Date	Goal	Met
Oct 14	Implement way to track whether a shot goes into the hoop or not	Implemented YOLO, but not tracking basketball. Will use backup plan.
Oct 21	Track trajectory of ball	Debugging code to track ball
Oct 28	Brainstorm ways to identify the number of points a shot is worth	Debugging code to track ball
Nov 4	Track the ball and calculate the trajectory of the ball	
Nov 11	Brainstorm ways to calculate how much a shot is worth	

Reflection

I am having trouble tracking the ball. I looked through many ways to do this but am having trouble. I think I will be able to finish by this week though. In my original timeline, the due date for this task was November 4th. So I still have some time. I thought the YOLO would work but it didn't, so I am trying out other methods to fix this problem.