

Daily Log

Monday November 11

I new that this tracking method was not working so I looked at other methods and found one that uses a color gradient.

Wednesday November 13

I learnt how to set up a GitHub account. Learnt commands to push to repo. I finished pushing my code to the repo. It was my first time. I also took away the tracking part of the ball from my code and started to implement a different way to track the ball.

Friday November 15

I continued to implement the new way to track the ball using a color gradient and trying to find a circle. I am 75 percent of the way done with this implementation.

Timeline

Date	Goal	Met
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	Debugging another method to track basketball. Video may be too blurry
Nov 11	Track the basketball	Found a possible other way to track the basketball. I am almost done implementing it
Nov 18	Brainstorm and try ideas out to determine how much a shot is worth	
Nov 25	Code to add free throws and three pointers into the total score	

Reflection

This new solution is looking like it will give better results than the last methods. This phase of my project is taking along time, but it is a crucial step and after, this I will use the data for the tracked ball for pretty much everything else. I am still in the first phase of my winter goal of tracking score.

*Winter Goal: Be able to calculate the score of a basketball game on a downloaded video without using the scoreboard.