1. Contours + Rect Box

+: locate some players, modify the contour feature to suit our needs, coordinate of the bottom for feet detection

-: read contours paper & does not work well for unconnected things

Steps:

1. Intensify the players with darker blue and darker red (i.e. for red highest –red & value > 90)
2. ~~Remove background from image to detect players~~
3. Run contour algorithm to outline players
4. Get the bottom coordinate of each players and represent it with an icon
5. CMT

????

Current progress : (7 nov 2015)

+: able to track red player, blue player and their feets

-: if red players are connected tgt -> drawn as one contour

To do:

1. Account for overlap of players in the same team

(current idea is keep a history of the players’ prev frame position and no. of boxes, if no of boxes decrease & check which boxes are missing/ check which player’s position within a certain vicinity is missing which means he is probably merged with other players into the same box, then find the 4 possible values of the box and check the distance btwn the player’s prev position to these 4 values, use the one with the smallest distance n set it to be the player’s current position.

1. Track goalkeeper
2. Track referee
3. Track linesmen(optional)
4. Draw overlay of a line to show a player being offside

Bonus Points:

1. Compute the distance moved by each player for entire duration of video
2. Track the trajectory of ball and use graphics to show its 3D trajectory