

Contribution Statement:

Hongyu Lu:

MATLAB:system architecture, filter design, removing filter transients, calibration, retrieving data from Intan, collision model, game graphics (display and control of paddles and ball; display raw and filtered data)

Mohsin Naqvi: interfacing and troubleshooting electrodes, calculating system latency, worked on creating MATLAB application/GUI (not implemented), filter design

Wendy Yu: electrodes interfacing, calibration and troubleshooting, impedance measurement and characterization, MATLAB application and GUI design for multi/single player(single player not used).

Josh Rosenberg:

MATLAB system architecture, display of objects and redraw/plot process, worked on creating MATLAB application and GUI (not implemented), gameplay logic.