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Final Project Checklist
6.111

- Video input processing
  1) Segmentation of colors (armbands vs. background)
  2) Finding centers of armband locations
  3) Fusion of 2-D coordinates into 3-D (can degrade gracefully e.g. for hidden points)
  4) Fusion of 3-D coordinates into bone coordinate pairs

- Rendering
  1) Coordinates for rectangular prism generated from bone coordinate pairs
  2) Perspective transformation to 2-D
  3) Shading: color should reflect lighting
  4) Rendering: polygons are coincident, don't occlude each other
  5) VGA output with double buffering

- Stretch goals
  1) Camera can be moved
  2) Real-time performance
  3) Goraud shading
  4) Input robustness, e.g. filtering armband positions