Final Check off:

- Fully functional off-the-shelf AI environment running on a computer

- Bi-directional interface between computer AI and FPGA

- Display checkerboard with computer's pieces shown on display and the player's pieces physically placed on the screen

- Camera records positions of user's pieces

- User notifies system of move through button press

- Camera will self-calibrate with respect to the position of the board

Michael:

- Board display

- User Interface

- Camera board capture logic

- Self-calibration

Ahmet:

- Configuring AI environment on the computer

- Interface between computer AI and FPGA - bidirectional communication

- Integrating computer-interface, display, and camera capture logic modules

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Stretch Goals:

- Flagging illegal moves by user

- Detecting that a move has been made without user notification

- UI improvements

11/25 Status Update Target:

Checkerboard display, camera capture logic, and bidirectional communication between FPGA and computer working.