6.111 Project Checklist | Fall 2014
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1) Interface video with labkit □
   a) Test video/ZBT read and write □
   b) Slow down memory to only store 10 frames per second □
2) Display and testing block □
   a) Add cursors to video output for testing □
   b) Make video output dependent on switches □
   c) Make video output larger □
3) Motion tracking module □
   a) Deal with delays inside of color conversion modules □
   b) Motion tracking module by color □
   c) Make cursor move with center of mass □
   d) Change hex display values to show RGB, position of center of mass □
   e) Test color tracking □
4) Hard-code calibration □
   a) Figure out how to represent field of view in calibration data □
   b) Hard-code calibration, possibly controlled by switches □
5) Motion calculator □
   a) Combine calibration data and center of mass data to output pan/tilt data □
6) Testing of project so far □
   a) Test motion tracking under different lighting conditions □
   b) Add pan/tilt data to hex display □
   c) Test output to go to DMX block □
7) DMX processor and writer □
   a) Write block to take/store input from motion tracker and calibration □
   b) Add functionality to send data to DMX writer □
   c) Write DMX writer □
   d) Test DMX writing with hard-coded test data □
   e) Test with moving light □
8) Integrate and test project □
   a) Combine motion tracking data with DMX writing □
   b) Test DMX writing based on motion tracking □
   c) Test motion tracking with moving light □
9) Optional modules □
   a) Write DMX reader □
   b) Test DMX reader with Chamsys MagicQ and enttec or leprecon □
   c) Write/design better calibration module □
   d) Pattern tracking writing and testing □
   e) Test optional blocks □
   f) Integrate optional blocks □
10) Buffer time □

      a) Test/debug anything that isn't working □
11) Demo and checkoff □
      a) Test in DT set up if time permits □
      b) Checkoff and demo □
      c) Project report □