

Project Checklist

Stuff we need in order to have not failed completely (The Commitment)

Recognition of at least three game objects (P)

VGA display for test (J/P)

Button-controlled paddles (All)

Basic physics (ball collides with objects) (J)

Basic laser display (W)

Stuff we need in order to succeed (The Goal)

I2C interface for camera's internal DSP (P)

Recognition of at least eight game objects (P)

Accelerometer-controlled paddles (All)

Realistic ball physics (different collision behaviors based on object, friction) (J)

Stuff we need in order to be awesome (The Stretch Goal)

Sound effects (All)

Optimal pathfinding algorithm (W)

Movable paddles (J/P)

Automatic calibration (P/W)