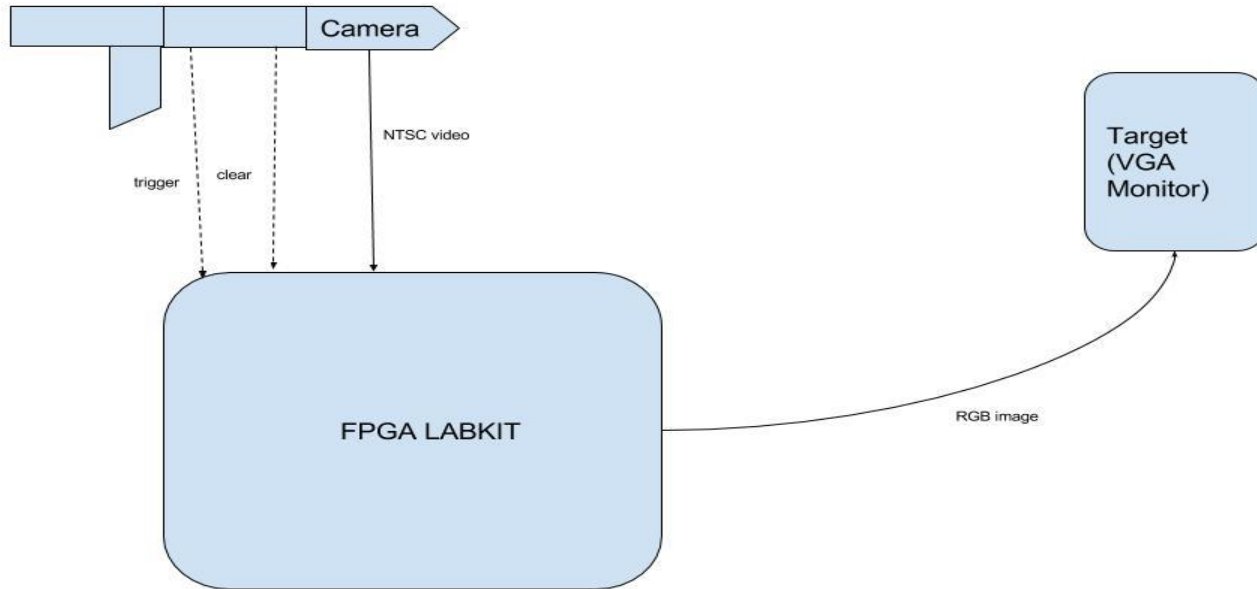


Digital Shooting Range



Emmanuel Azuh
Mubarik Mohamoud

High level Block-Diagram

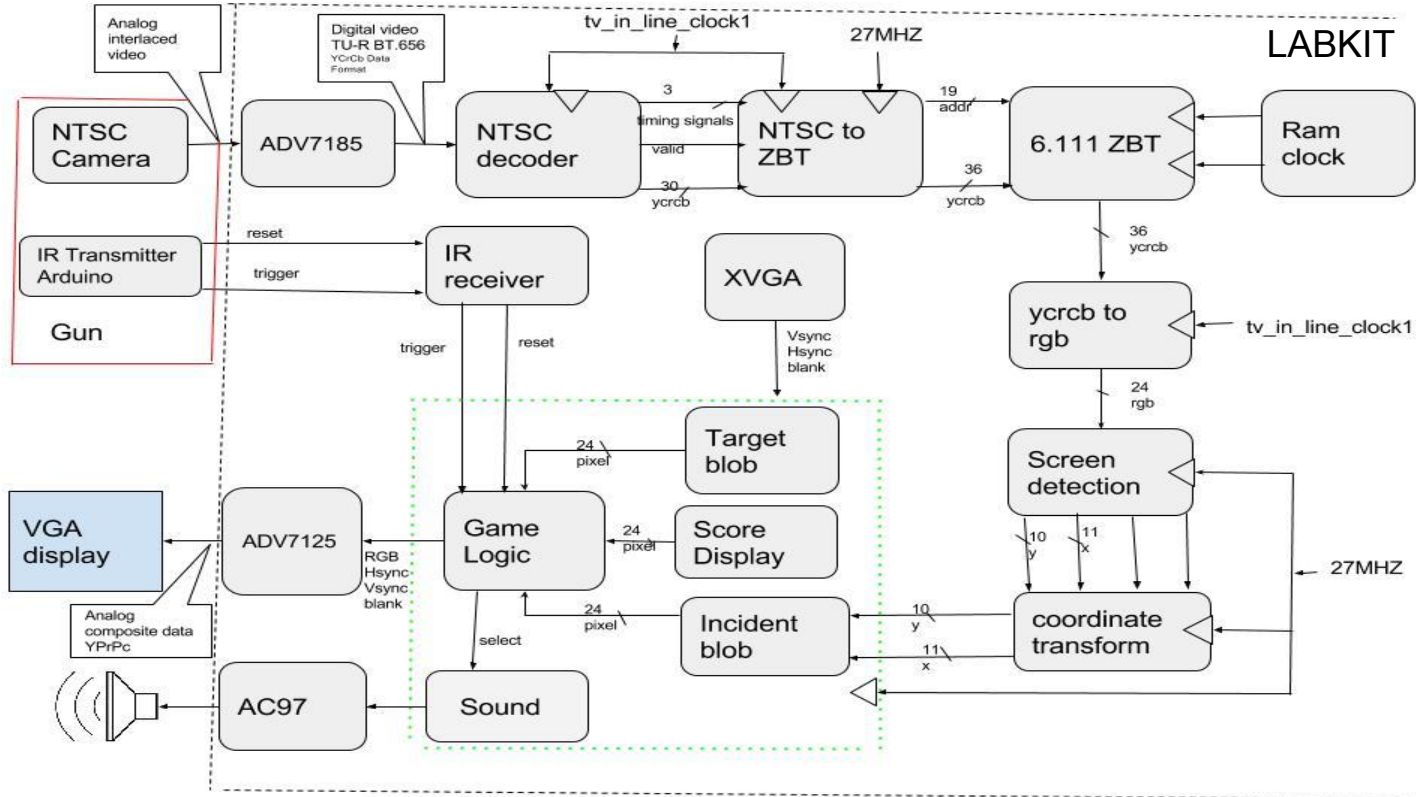


Motivation

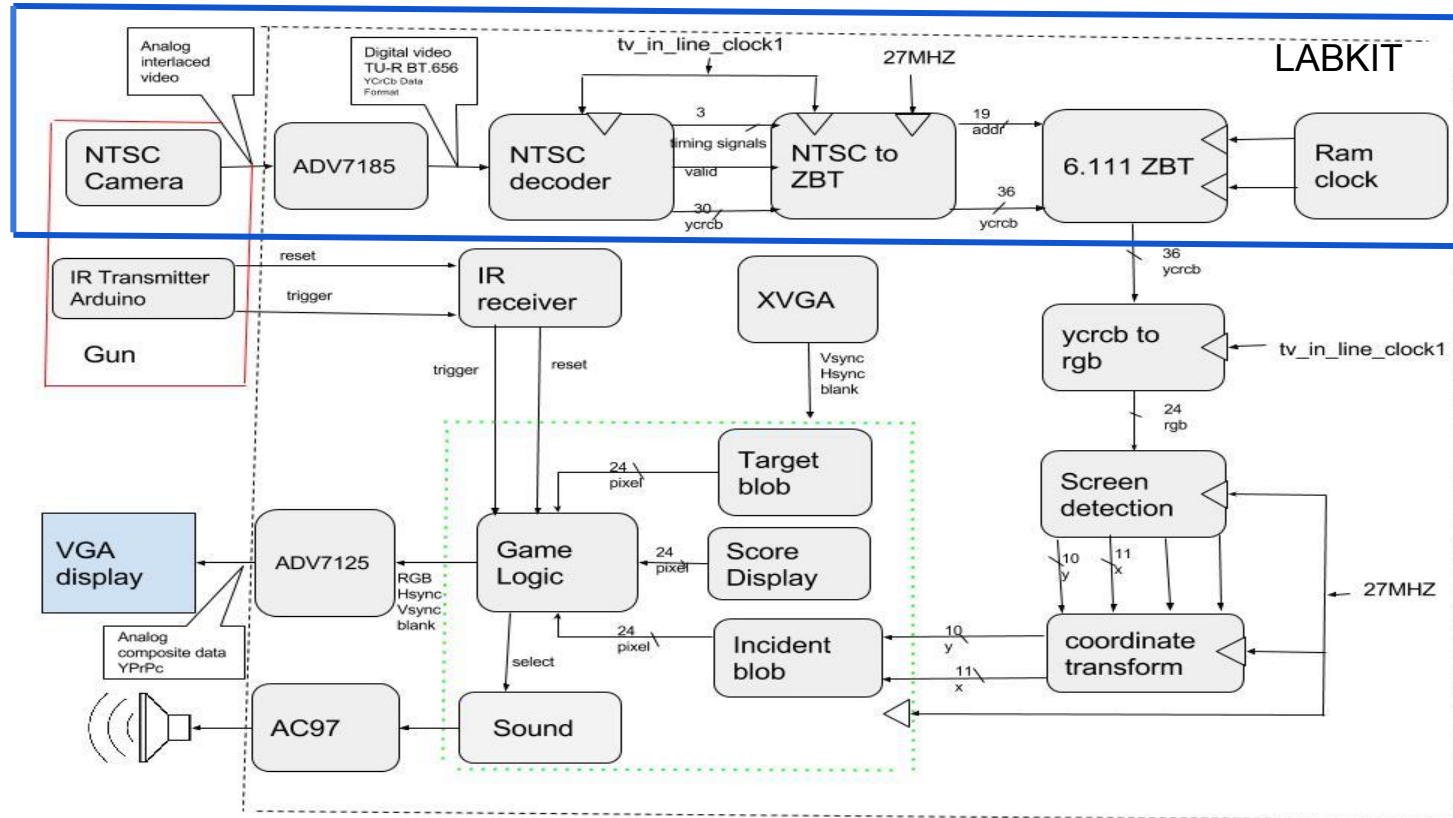
- Do you miss your childhood days of shooting games?
- Do you find it a hassle to go all the way to the range to practise shooting?



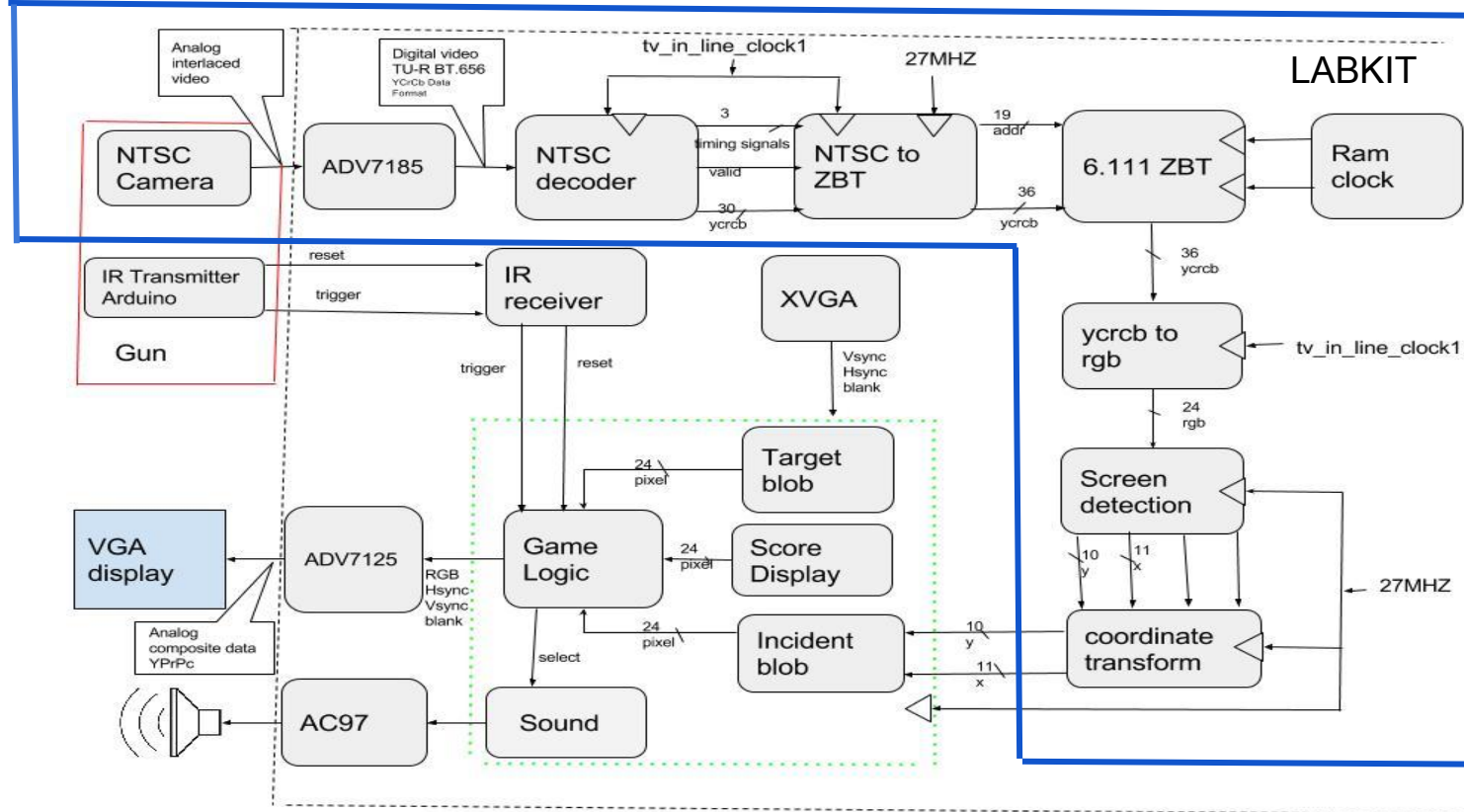
Implementation Block-Diagram



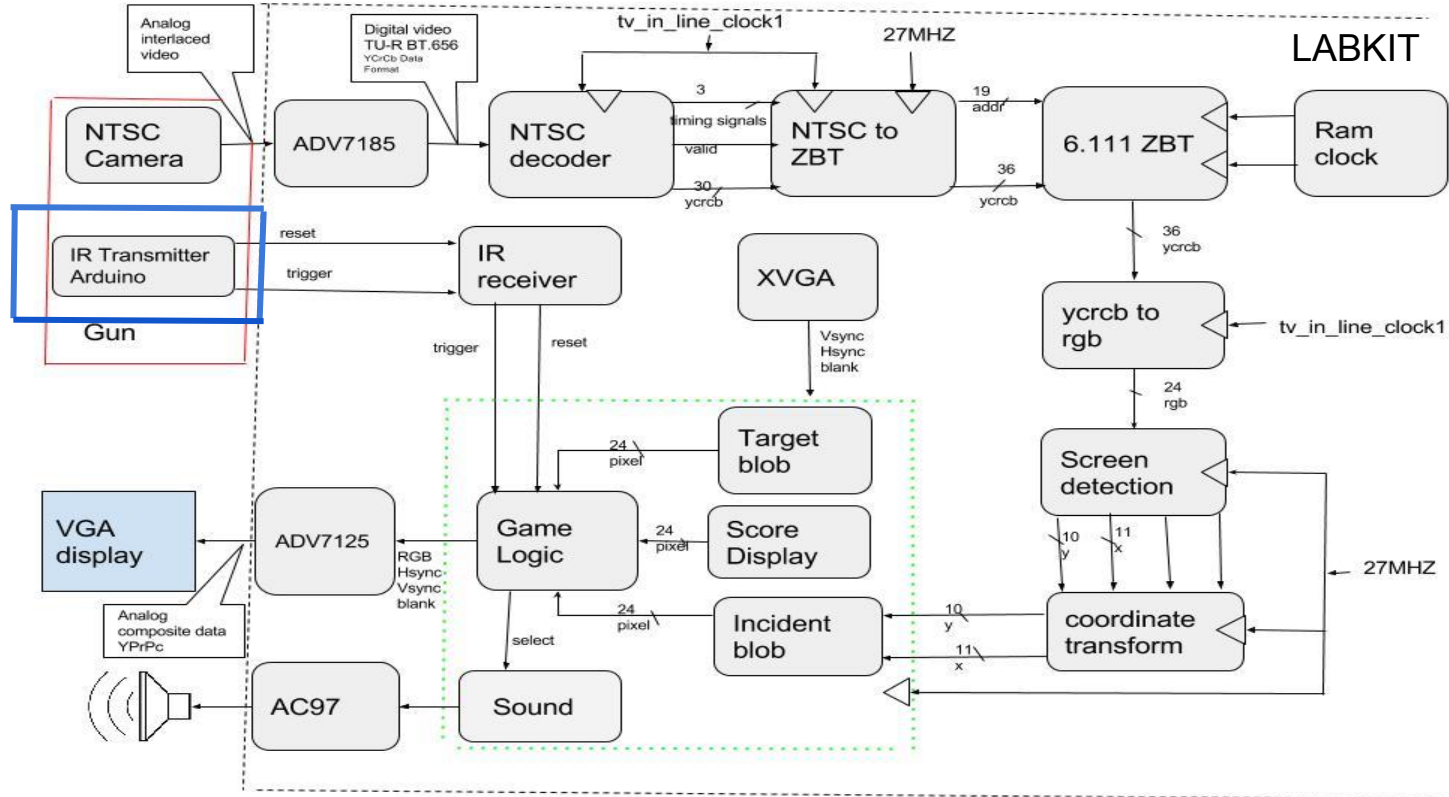
Target Detection



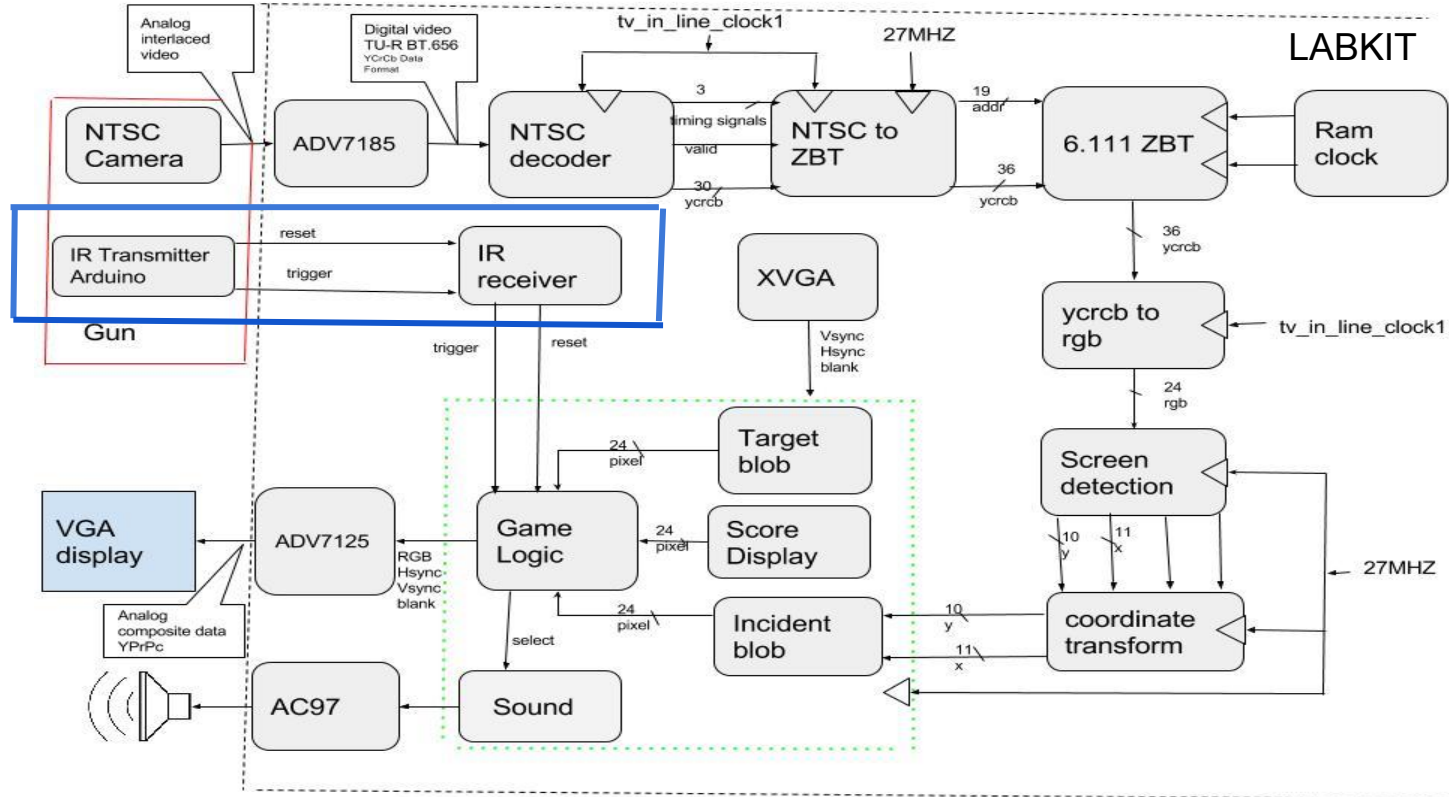
Target Detection



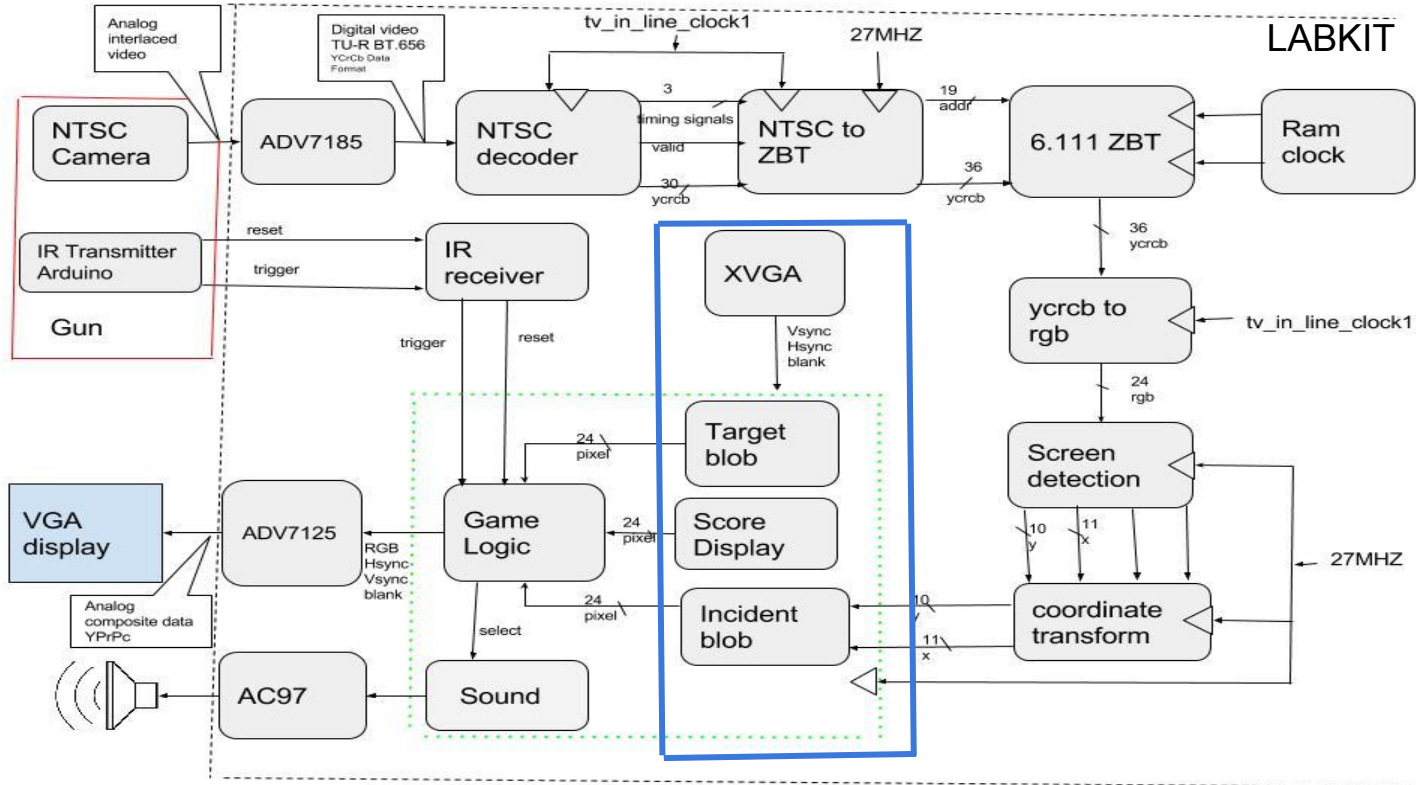
Wireless Communication (IR)



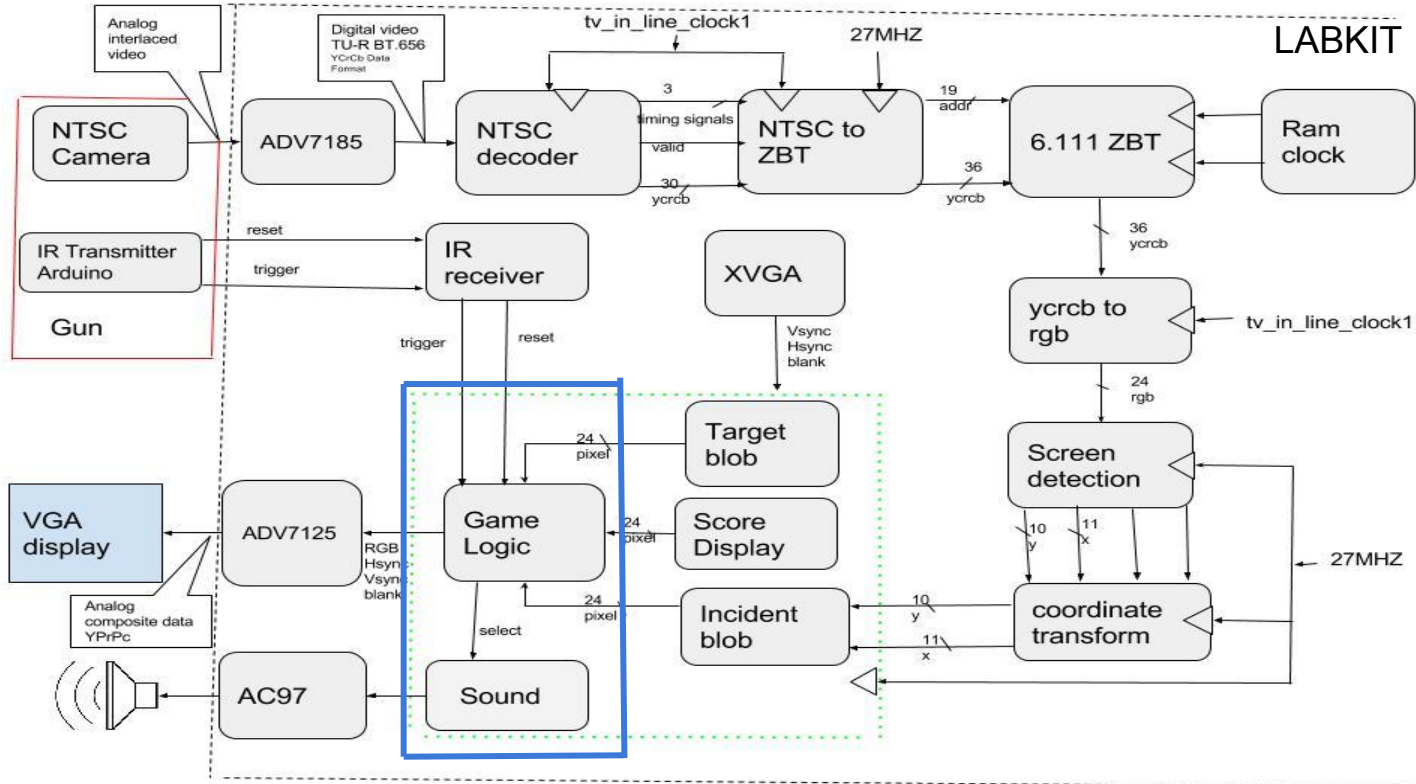
Wireless Communication (IR)



Target Display, Game Logic, & Sound



Target Display, Game Logic, & Sound

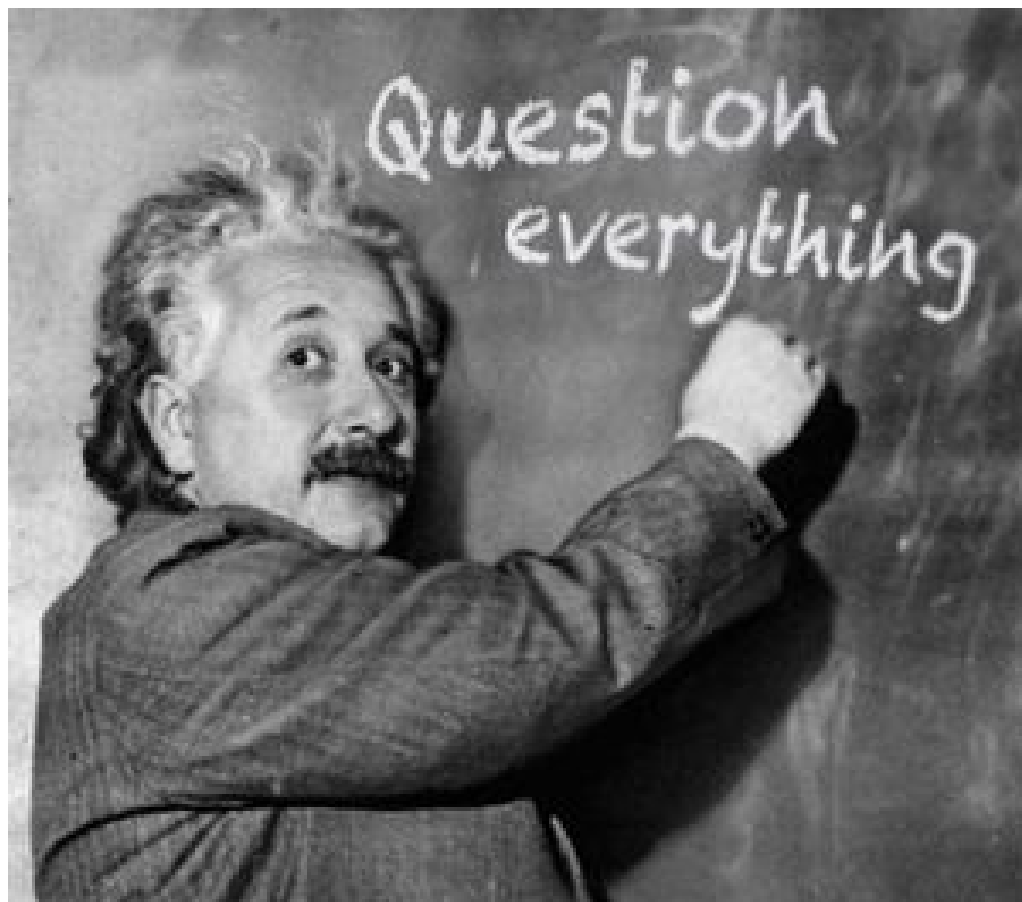


Extensions and Stretch Goals

- Added challenge of moving targets
- Adding recoil.
- Adding IMU to predict the position
- Adding immersive sprite based background

Timeline

	10/31	11/7	11/14	11/21	11/28	12/5
IR Transmission	E					
Screen and Color Detection	M	M				
Optimizing Image Processing			M	M		
UI and Game Logic Implementation		E	E	E		
Stretch Goals and Debugging					M,E	M,E



Question
everything