

Project Name:

"Giraffe Namer"

Project Group (number + members): #86

- Joe Bob - machine learning
- Betty Jean - overall framework
- Elmer Fudd - user interface

Updated Goals Plans:

- Decided to make a Moon Lander app rather than Asteroids
- New work breakdown is:
 - Joe: artwork and overall app design
 - Barely: physics
 - Cares: game play

Current Progress:

- We have completed the design
- Established our own git repository for collaboration
- Simple block-based prototype running for simple landings
- Artwork is just starting
- Have not yet thought about the stretch goals

Updated schedule:

- Artwork done by May 3
- Sprites in place by May 3
- Working on Stretch Goals 1+2 Sat/Sun
- Asking for a 1-week extension on Monday
- Completing goals by Friday, May 10
- Writing final report, recording <5minute video showing all pieces over the weekend.

Minimal Project Goals:

- When aimed at a giraffe, the app will propose a name, taking into account:
 - spot pattern
 - geo-location
 - overall attitude
- More text: Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in

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Stretch Project Goals:

- Estimating ages from rings on horns.
- Guessing what the giraffe is thinking from expression.
- More text: Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

Projected Timeline + Checkpoints:

- April 16:
 - basic app framework in place
 - allocation of goals to members
- April 23:
 - implementing geo-coding
 - simple name generator
 - start researching ML for spot/rings/expression recognition,
- April 30:
 - continue researching ML and start of prototyping
- May 7:
 - basic app complete, stretch goals started
- May 15:
 - stretch goals met