

LT4 - Project Planning



Slow Pitch Softball Detector Team 2 - Pitch Perfect

Cael Schreier, Sam Skaar, Drew Kinneer, Kyle Nachiengane, Kolby Moorman

Project Overview

Pitch Perfect is a device/app designed to track softball pitches and determine their legality based on height, ensuring fair play, safety, and aiding player development.

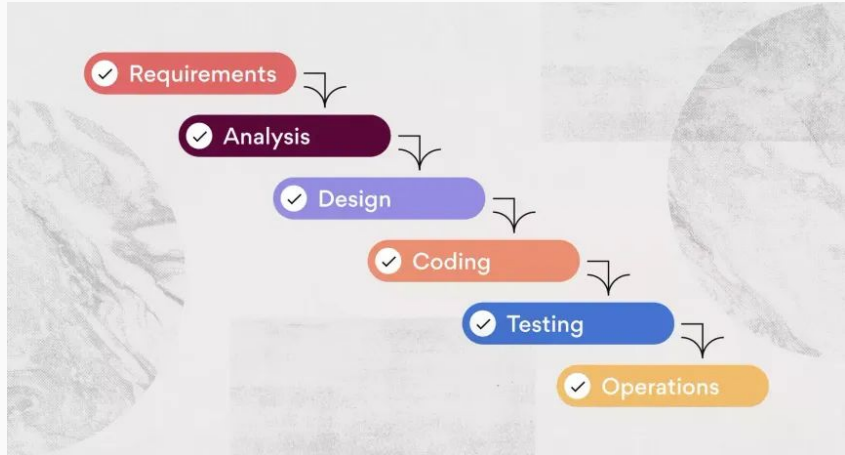


Objectives:

- Improve communication of pitch legality to players and coaches.
- Provide umpires with reliable data for consistent decision-making.
- Enhance overall player experience and development in slow-pitch softball.

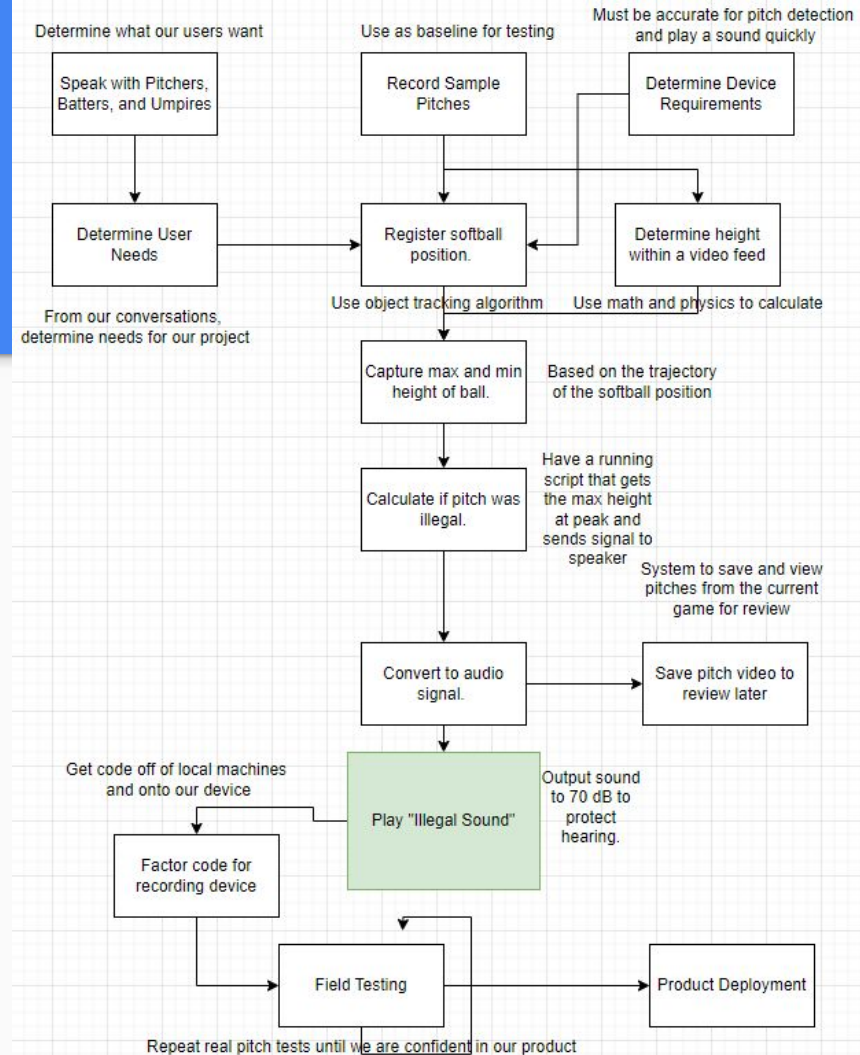
Project Management

- Waterfall Elements
 - Fixed timeline
 - Sequential progression one phase must be completed before the next phase
 - Large amount of planning required
- Agile Elements
 - Weekly client/adviser meetings
 - User interface development



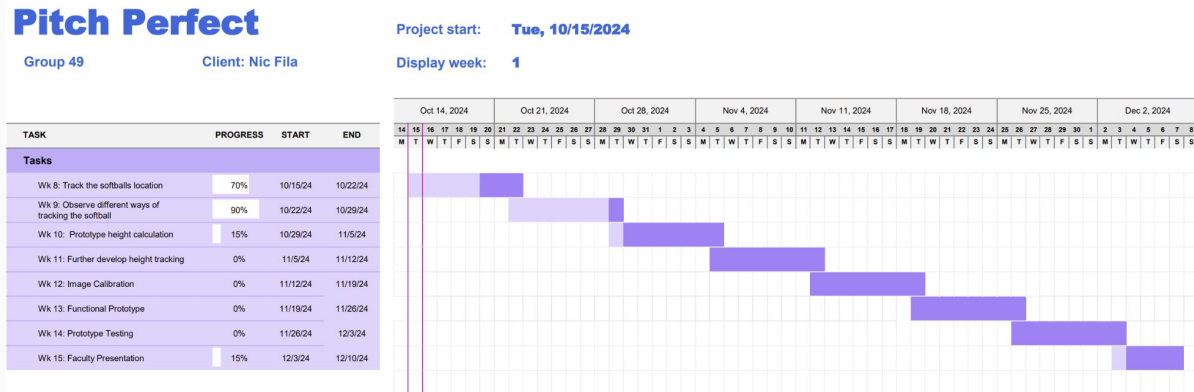
Task Decomposition

- To aid in our Waterfall style management we have created a task decomposition list to lay out our achievable tasks to complete by the end of this semester to deliver a prototype



Key Milestones

- Accurately track the position in frame of a softball in motion. Has to work in multiple different lighting conditions (day/night)
- Correlating the position of the ball in frame to the current height of the ball in real time
- Creating a frontend for the user to interface with the script



Key Risks and Mitigation Strategies

Risks

- Sun/Field lights disrupting the camera
- Winter will halt our outdoor testing
- Ease of use for both calibration and cost for players and the league

Strategies

- Develop an algorithm to calibrate to the light of a given time
- Gather lots of initial test footage with known measurements for testing
- Test on a cheap device first before spending on external devices
- Determine exact calibration measurements that are needed from users

Conclusion

- Utilizing hybrid management style
- Established timeline with key points in the project
- Considered risks and potentials consequences if those risks aren't mitigated