Final Check off:

- Fully functional off-the-shelf AI environment running on a computer
- Bi-directional interface between computer AI and FPGA
- Display checkerboard with computer's pieces shown on display and the player's pieces physically placed on the screen
- Camera records positions of user's pieces
- User notifies system of move through button press
- Camera will self-calibrate with respect to the position of the board

Michael:

- Board display
- User Interface
- Camera board capture logic
- Self-calibration

Ahmet:

- Configuring AI environment on the computer
- Interface between computer AI and FPGA - bidirectional communication
- Integrating computer-interface, display, and camera capture logic modules

Stretch Goals:

- Flagging illegal moves by user
- Detecting that a move has been made without user notification
- UI improvements

11/25 Status Update Target:

Checkerboard display, camera capture logic, and bidirectional communication between FPGA and computer working.