Electromyography (EMG) and electrooculography (EOG) for gaming applications - Feature #106

Milestone 2 - Connect the classification output to game

09/24/2018 11:19 AM - Siamac Fazli

Status:	Resolved		**Start date:**	09/24/2018
Priority:	Normal		**Due date:**	09/28/2018
Assignee:			**% Done:**	100%
Category:			**Estimated time:**	0:00 hour
Target version:			**Spent time:**	0:00 hour

Description

detailed tasks:
1) discrete decoding to game
2) continuous EMG values to game
3) careful study of paper (given by Fazli)

History

#1 - 09/28/2018 11:03 AM - Siamac Fazli

- % Done changed from 30 to 100

#2 - 09/28/2018 11:07 AM - Siamac Fazli

- Tracker changed from Bug to Feature

#3 - 09/28/2018 11:07 AM - Siamac Fazli

- Status changed from New to Resolved

#4 - 12/04/2018 03:52 AM - Siamac Fazli

- Subject changed from Connect the classification output to game to Milestone 2 - Connect the classification output to game