

## Project Progress

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Our group is currently in the process of implementing the interactive video player. We have determined all the features that need to be designed and we have a general idea of how the UI should look.

Currently, we have completed the video player portion of the project. We are able to open a video file (.avi) and play the video. We are able to pause the video and we also have a progress bar to show how much of the video is played. This progress bar is controllable so that if the user clicks at a different time on the bar the video will fast forward or rewind to that position. The UI is currently very simple and a screenshot is shown below.



Some current features of the video player UI that needs to be worked on include:

- No full screen mode support
- No volume control

Once the above two features are implemented, we can move on to creating the interactive portion of the video player where if a certain part of the video is clicked then some meta information about that character/object/scene will appear either as a popup or as an information bar to the side of the video player.

Currently, one challenge we need to figure out is how to actually create a drawable area on top of key parts of a video. For example, in the above

screenshot of the video player, let's say we wanted to have a hover event when a user drags their mouse across the character's face. Then by clicking on that region information about that character would appear. We haven't figured out what Qt class would allow us to paint over a video widget, or how to overlap multiple widgets on top of each other. We also need to figure out how to create clickable regions of the video when the video is in full screen mode.

Another challenge of the interactive element is to determine how to position the clickable regions on top of the video if the video widget is resized.

The final challenge is to determine what view works best and which UI design is most appealing to display meta information and show video at the same time. We need to test out both a side panel layout as well as a popover layout.

In terms of the timeline, we plan to have the entire project completed by this weekend (Mar 30) and submit for approval and make any revisions if necessary before the final submission date.