Mechanical Waiter: Detection and recognition of coins on the tabletop

Standards

Coins placed on the tabletop were automatically detected and added to the total sum.
The project is called 'Darth Waiter' and the design of the future system is leaned on the design theme of 'Star Wars'.

summary: processing of the raw image from the Pixel Sense SDK.

main goals: detection and recognition of coins, graphical user interface, create a logic for calculating, define use case, creating an automatical payment system

- **use case I:** dark bar: waiter has problems with the billing: can't see coins in his wallet
  - **use case II:** very crowded bar: waiter is too busy, customer has to wait for his bill for a long time

  benefits: faster and easier billing process, good in dark environments, adaption on other object detection systems

typ:
: AdvancedSE
identifier:
: Mechanical Waiter
description:
: A surface application which detects coins in a restaurant/bar for paying the bill like a mechanical waiter.
projektgruppe:
: Krapf, Lengdobler, Provinsky, Schaschek
tangible:
: yes
multitouch:
: no
multidevice:
: no
network:
: no
multiuser:
: no