



1. Camera should be HD, outdoor/water-tolerant, and can capture image in non-ideal lighting situations.
2. Camera should be able to stay in place (no or minimal movement) for 6 weeks.
3. Monitor 1 should show what's captured through the camera's lens, live (like an extension of the camera's viewfinder).
4. Time-lapse software should be able to record (and store) time-lapse images from the camera.
5. Time-lapse software should be able to play the time-lapse images captured from the camera while staying in record mode.
6. Monitor 2 is accessible to the audience.
7. Monitor 2 should show a player interface (of the software). Loop-play function is preferable, playing the whole recording from the first time-lapse image to the most recent one. In the case that the player can't loop, there should be a control bar, and the cursor should be movable across the player's timeline bar. The 'play' button should play the whole recording.