

## **TerraRush by Kaushik Jegath and Aaron Zhang**

TerraRush is a project that combines computer vision with gaming. Users take photos of their recyclable items with a waste bin in the background to be detected by our CV algorithm. The type of recyclable item decides how many item “pulls” a user gets. The user uses their pulls to acquire production units that are then used to create score. Score can be used to upgrade units or purchase more pulls. The end goal is to incentivize recycling by fostering a community around a game. Pokemon Go type beat.