

Runner game

User Manual

Author: om

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Acknowledgements

- A small vote of thanks for all who have helped you in this journey of App Development – your parents, Mentors, Dr. Ken kahn, Group Members, madhi, Sites etc
-

About Me..

- Student's Photograph

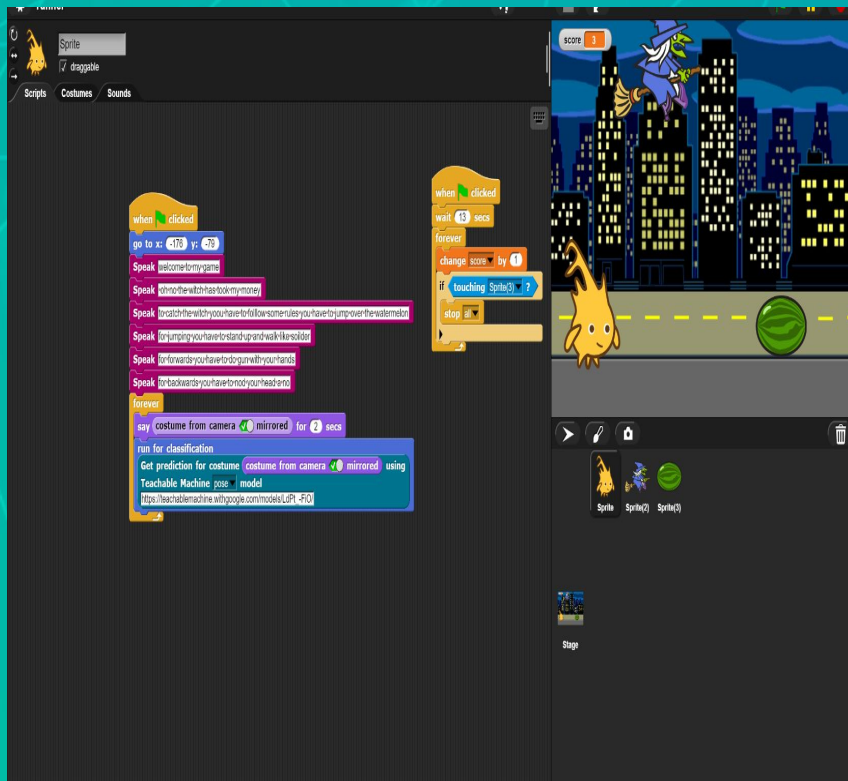


- Student's Introduction
- Name om govind
- Age 7

About My Internship Journey with Clevered..

- Any photographs from sessions etc.

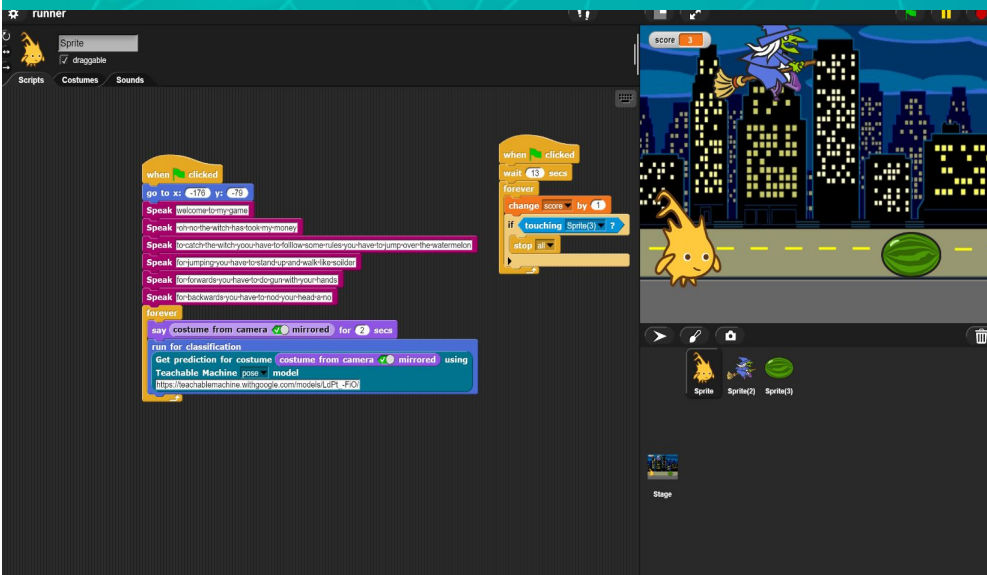
- Your Internship Experience with Clevered, my experience was awesome the classes were so fun especially the last classes



About App..

- App's Main Menu

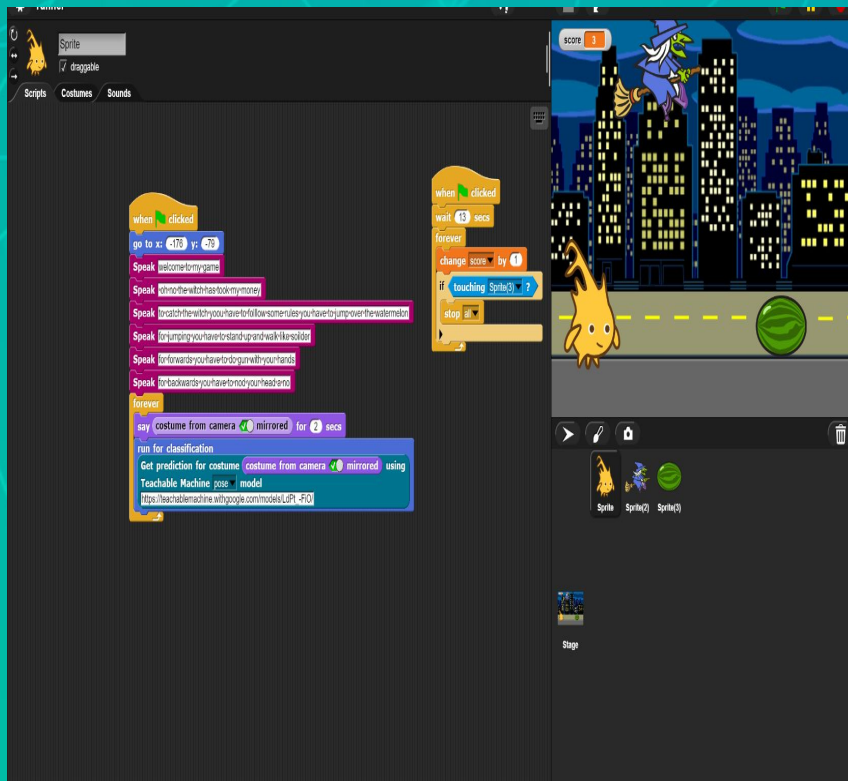
- App's Introduction
- My app is called runner game 10 which uses pose recognition for jumping and moving left and right



How do I use the App?
y jump over
the watermelon and touch the
witch if you touch the watermelon
you restart

Option Name (This will be repeated for each option of the App)

- Screenshot/ Pic of each option/screen of the App
- Steps to use the same
- Any special considerations/ dependencies/risks while using the option good internet and webcam



Demo Video

Demo any 2 features/ functions/ options of your project. Make a recording of the same and attach here as a backup if needed

Om managoli

Contact Person

- Please reach out to student name at student's email address for any questions/ concerns/ suggestions on the App Om managoli

The background is a solid teal color. Overlaid on this is a network of white dots connected by thin white lines. The dots are scattered across the frame, and the lines connect them in a non-uniform, web-like pattern, suggesting a network or data structure.

Thank you!