



BASIC INTERNSHIP AI APP / ADVENTURE GAME


APP USER MANUAL



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ACKNOWLEDGEMENTS



Know I would like to talk about my acknowledgements -->

- First of all I would like to appreciate my parents for encouraging me to join the internship program for I am here because of them.
- Next I will appreciate the concern and dedication my mentors have put into helping me with the project I have.
- And I small vote of thanks to Mr.Ken as well for his guidance.

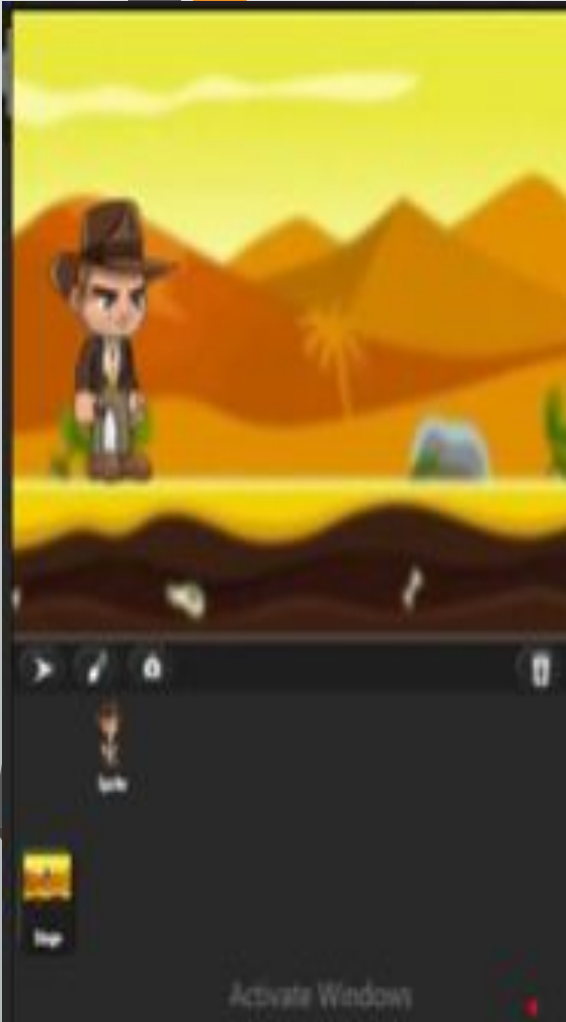
ABOUT MYSELF

- As I might have given my brief in the introduction session , my name is Sahil and I live at Sharjah , UAE. I am currently studying at IIS. Sharjah . My age is 14 and one of my interests is coding .

- Talking about my expedition with Clevered and others, has been astonishing and remarkable, I have also learnt a lot in this journey and have a aim on the project I have undertaken and seek to complete it by the time of the final presentation.

MY ACQUAINTANCE
WITH CLEVERED

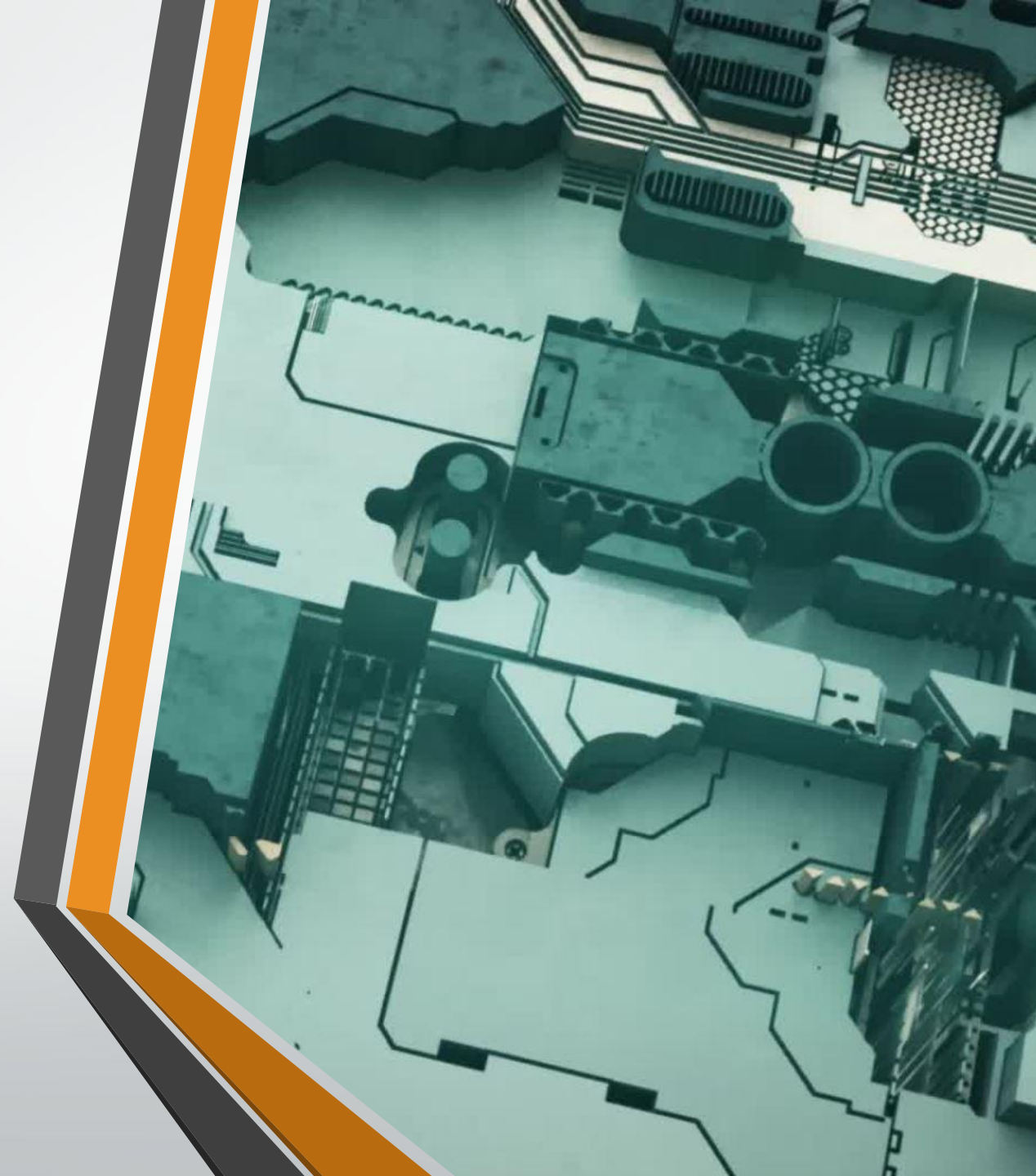
ABOUT THE APP



First of all , I would like to mention that I have chosen An Adventure game using pose recognition and the following points are going to give a brief of it -->

- ❖ My project is based on an adventure game in which the main character (Paul) will be operated by the user .
- ❖ It is not only based on Image recognition but the user can also use arrow keys because image recognition might take some time to process while using the monitor as output .
- ❖ As you could see the Design user interface still needs some meddling with , but the coding for image recognition is mostly done while some of it is left for the obstacles in this game .

- ❖ Using Image recognition I have created my own block , while applying image recognition to it as well as the movement of the character by machine learning using images and train my model separately (also I might not be sure to use the same for my final code as It have some faults in it) while making another one which is proper for the understanding the user's action.
- ❖ So I have also said before that arrow keys will also be allowed if the user wants to select it as an option of more comfort while playing .
- ❖ But I haven't figured out how to make the story connected to the parts of the adventure game , so I hope that I am able to complete this project before final session.





THANK
YOU!