

PLAYER 1

HIGHSCORE 2500

PLAYER 2

TITLE :

VAMPIRE

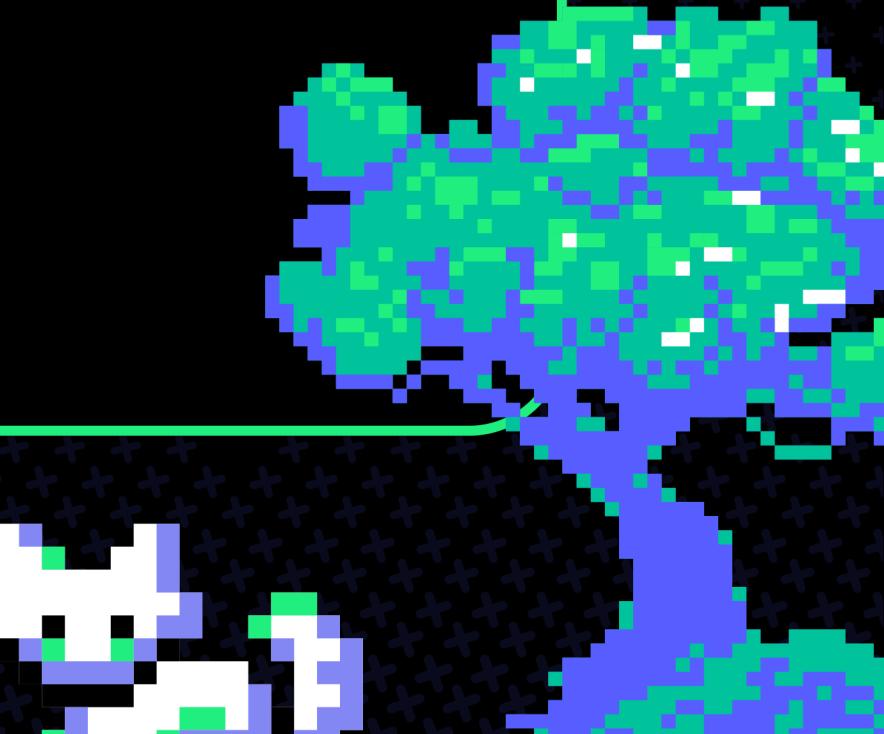
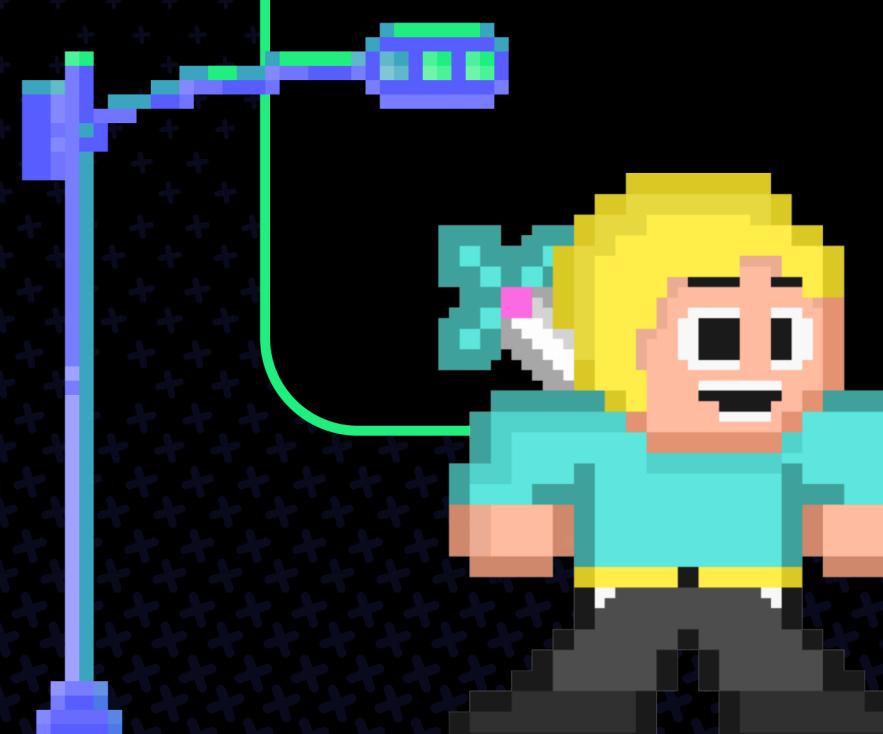
SURVIVORS

START

MENU

SIGN IN

◆ LETS PLAY ◆



MENU

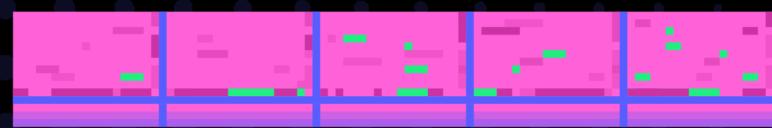
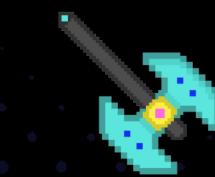
01

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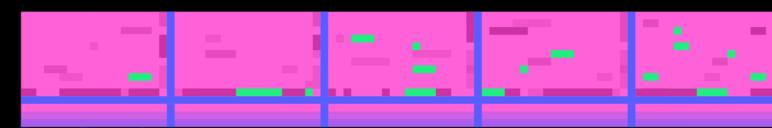


# TEAM MEMBERS



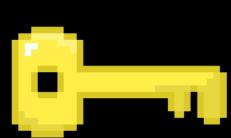
2014367

MUHAMMAD  
RAAID



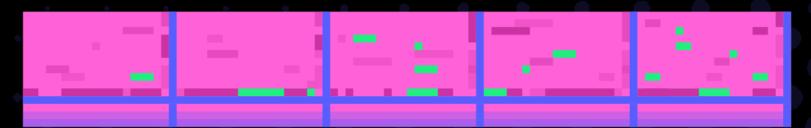
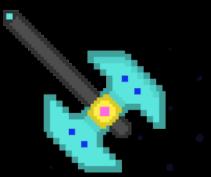
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AHMAD  
ZAIIDI



2014945

MUHAMMAD  
HAKIMI



2018181

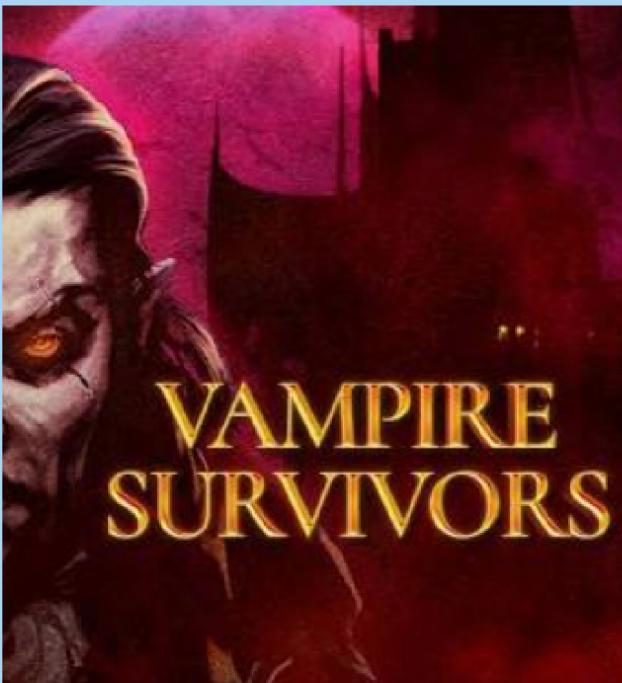
MEOR  
ABDULLAH

# AGENDA

- Description
- How To Play ?
- Modification
- Demonstration



# GAME APPLICATION USING MACHINE VISION

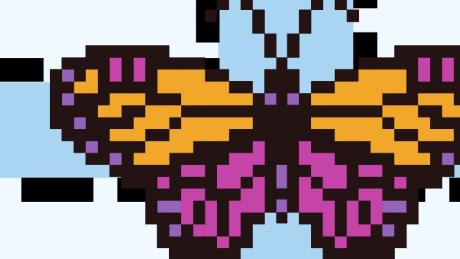


## DESCRIPTION

We're looking to integrate hand tracking and hand gesture recognition for game control in "Vampire Survivors", a roguelike top-down shooter video game.

## GAME REFERENCE

[Vampire Survivor](#)  
[Gameplay](#)



## MV TECHNIQUE REFERENCE

[Play Hill Climb Racing with Hand Detection in OpenCV](#)  
[Python](#)

## MODIFICATIONS

Instead of 2 controls in Hill Climb Racing which are Gas and Break, we have 9 controls for hand gesture. ( 8 directions and 1 no movement)



MENU

➡ 01

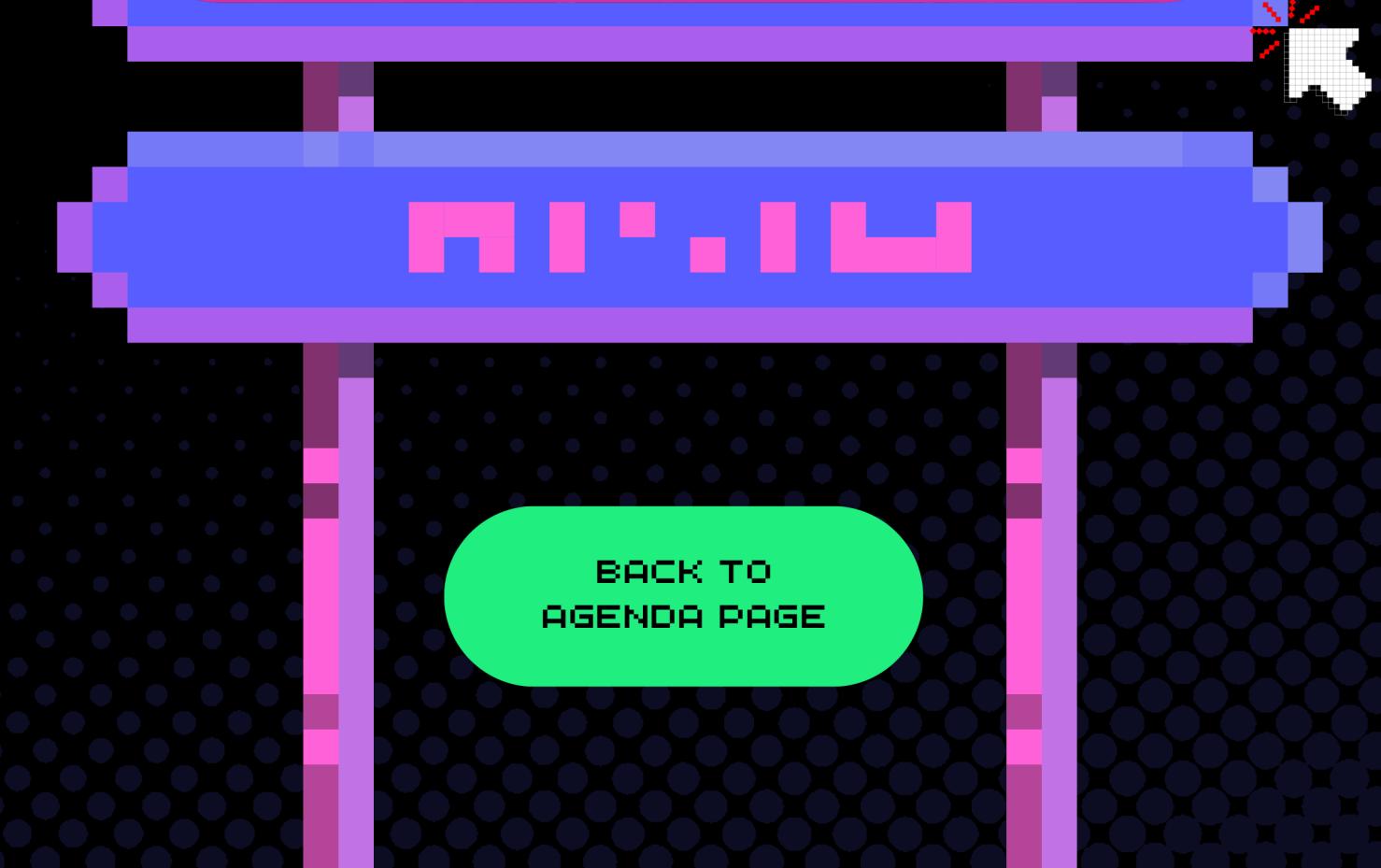
♦ 07

★ 12



# HOW TO PLAY?

- ◆ OPEN THE CODING & CAMERA
- ◆ OPEN THE VAMPIRE SURVIVORS GAME
- ◆ POSITION YOUR HAND IN THE 9 BOXES
- ◆ ENJOY AND READY TO PLAY



MENU



# MODIFICATION

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- ◆ INTEGRATE HAND DETECTION AND GESTURE RECOGNITION

We incorporate hand detection for control movement and gesture recognition for selection method

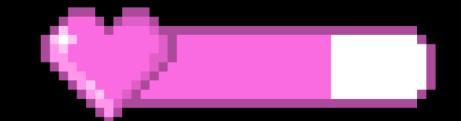
- ◆ EXPAND THE VIRTUAL CONTROL

We further increase the number of available controls to 9 different movement and 1 separate action

- ◆ CREATE MORE FUN AND INTERACTIVE EXPERIENCE FOR GAMERS

This game has now become possible to be played by multiple users at the same time by assigning different roles (movements) for each person

MENU



DEMONSTRATION  
TIME



MENU



THANK YOU!

HOPE U ENJOY THE  
PRESENTATION