



**FACULTY of INFORMATION & COMMUNICATION TECHNOLOGY**

**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**ARTIFICIAL INTELLIGENCE PROJECT MANAGEMENT**

**BITI 1113**

NUM	NAME	MATRIC NUM
1.	NURUL AINA ZAFIRAH BT. MUHD. SANI	B031910143
2.	WAN ADDINI AISYAH BT. WAN ISMAIL	B031910404
3.	NURAFIQAH BINTI KHOSNI	B031910083
4.	MUHAMMAD AMIRUL SYAFIQ BIN ZULKEFLI	B031910016

**TITTLE:** iFace

**EXECUTIVE SUMMARY:**

Our group plans to develop a system that is able to detect facial emotion of users during game testing. By applying AI techniques, the system will be able to determine the user's mood and condition according to their expression and gain feedback from that. This alternative will save time compared to doing surveys or other forms of feedback. As there will be many part of the game and various emotions will be expressed during the game testing phase, analyzing their expression on the spot is the best way to know what the user is experiencing and whether the game manages to bring particular emotion and experience to the user.

**GITHUB LINK:** <https://github.com/AinaZafirah/AIPM>