Assignment-1

1. Roll No: 1 to 22 , Create a project, using the context of one of the simplest children's games, Rock-Paper-Scissors, this program allows the machine to observe and learn from its user's game choices using a Markov Model to quickly become intelligent enough to repeatedly beat the user at the game. Follow this link for tutorial: <https://appinventor.mit.edu/explore/resources/ai/rock-paper-scissors>
2. Roll No:23 to 43, Instagram and Snapchat facial filters have taken the internet by storm, but do you know how these filters work? Would you like to make your own facial filters? Our friends at YR Media have this [excellent interactive article](https://interactive.yr.media/erase-your-face/) about facial recognition. In this tutorial, we will be using a similar but different technology - facial landmark detection. You are challenged to create a filter camera using a new AI technology called Facemesh. Follow this link for tutorial: <https://appinventor.mit.edu/explore/resources/ai/facemesh>
3. Roll No:44 to 306, Can AI be used to help you improve your dancing skills? Create a project to learn how to use the new AI technology PoseNet to track key points of your body to create a skeletal model and develop some basic methods to quantify, measure and identify some dance moves. Follow this link for tutorial: <https://appinventor.mit.edu/explore/resources/ai/aiDance>

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