

**TRIBHUVAN UNIVERSITY**  
**INSTITUTE OF ENGINEERING**

KATHMANDU ENGINEERING COLLEGE

KALIMATI, KATHMANDU



MAJOR PROJECT PROPOSAL REPORT ON

**Your Project**

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TO

DEPARTMENT OF ELECTRONICS, COMMUNICATION AND INFORMATION  
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# List of Abbreviation

**AI** Artificial Intelligence

**GPIO** General Purpose Input Output

**IoT** Internet of Things

**ML** Machine Learning

**RAM** Random Access Memory

**OS** Operating System

**BRNN** Bidirectional Recurrent Neural Networks

**GRU** Gated Recurrent Units

**MIMO** Multiple Input Multiple Output

**SoC** System-on-Chip

**USB** Universal Serial Bus

**Wi-Fi** Wireless Fidelity

**NLP** Natural Language Processing

**TTS** Text-To-Speech

**API** Application Programming Interface

**ARM** Advanced RISC Machine

**RISC** Reduced Instruction Set Computer

**IP** Internet Protocol

**MCU** Micro-Controller Unit

# **Chapter 1: Introduction**

## **1.1 Background Theory**

## **1.2 Problem Statement**

## Chapter 2: Literature Review

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# Chapter 3: Related Theory

## 3.1 Hardware

**MPU6050 Sensor:** The MPU6050 is a widely used 6-axis MEMS-based Inertial Measurement Unit (IMU) that integrates a 3-axis accelerometer and a 3-axis gyroscope within a single chip. It is capable of detecting linear acceleration in the range of  $\pm 2g$  to  $\pm 16g$  and angular velocity from  $\pm 250^\circ/s$  to  $\pm 2000^\circ/s$ , making it highly suitable for motion tracking and gesture recognition applications. A notable feature of the MPU6050 is its onboard Digital Motion Processor (DMP), which performs real-time sensor fusion using algorithms such as Kalman or complementary filtering. This significantly reduces noise and drift in gyroscopic data, enabling stable orientation tracking through the calculation of quaternions or Euler angles (roll, pitch, and yaw). The sensor communicates with microcontrollers through the I<sup>2</sup>C interface, supporting clock speeds between 100 kHz and 400 kHz for efficient data exchange. Its compact design, reliability, and real-time capabilities make it ideal for wearable systems. It enables precise and responsive motion capture for interactive systems in gesture-based applications.

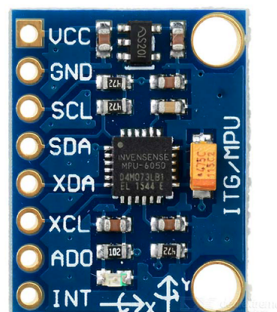


Figure 3.1: MPU6050 Sensor

**Arduino Mega:** The Arduino Mega is an open-source microcontroller board based on the ATmega2560, designed for projects requiring extensive input/output operations and greater memory capacity. It features 54 digital I/O pins, 16 analog inputs, and four UARTs for serial communication, making it suitable for complex hardware interfacing. With 256 KB of flash memory and a 16 MHz clock speed, it can handle multiple sensors and real-time data processing efficiently. In this project, the Arduino Mega serves as the central controller, managing input from multiple MPU6050 sensors and switches to ensure accurate and synchronized gesture-

based interactions within the game environment.

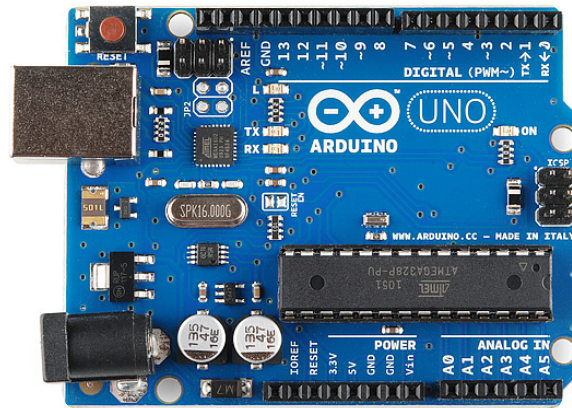


Figure 3.2: Arduino Uno Board

**ESP8266:** The ESP8266 is a low-cost, high-performance Wi-Fi microcontroller based on a 32-bit RISC CPU core (Tensilica L106), operating at 80–160 MHz. It integrates TCP/IP protocol stack and supports IEEE 802.11 b/g/n standards, enabling wireless connectivity with low power consumption (80 mA active mode). It enables devices to connect to wireless networks and communicate over the internet or within local networks. The ESP8266 supports multiple modes such as station, access point, and both simultaneously, making it highly versatile for wireless communication. It can be programmed using the Arduino IDE and is capable of handling HTTP requests, data transfer, and remote control functionalities. The ESP8266 is used to explore wireless communication possibilities between the hardware controller and the game system, potentially allowing untethered interaction.

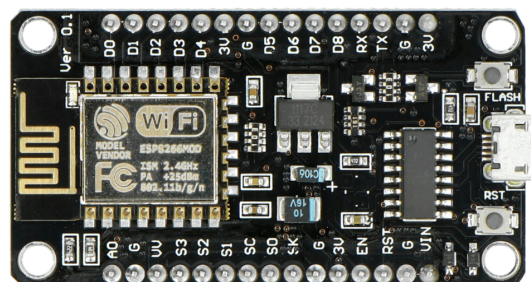


Figure 3.3: ESP8266 Wi-Fi Module

**Flex Sensors:** Flex sensors are passive resistive devices that change their resistance based on the amount of bend applied to them. Typically constructed using a flexible substrate coated

with conductive ink, their resistance increases as the sensor is bent. This property allows them to detect the degree of bending or curvature, making them suitable for applications involving motion capture, wearable electronics, and gesture recognition. When integrated with microcontrollers, the analog resistance change can be converted into meaningful input data. In this project, flex sensors are considered for detecting finger movements by measuring the degree of bend in each finger.

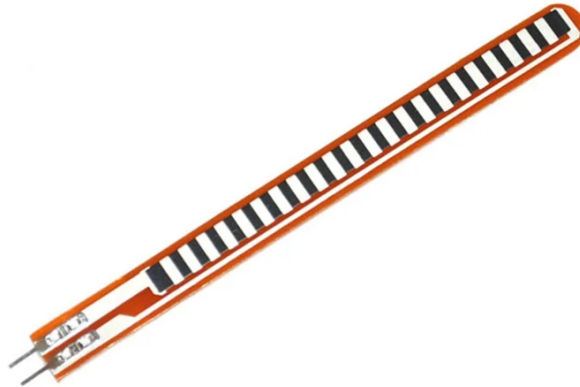


Figure 3.4: **Flex Sensor**

## 3.2 Software

**Arduino IDE:** The Arduino Integrated Development Environment (IDE) is the core programming tool for the Arduino Uno microcontroller in this project. Using C/C++, it configures the microcontroller to process digital signals from switches and analog data from MPU6050 sensors. Essential libraries like Wire.h and MPU650.h manage I<sup>2</sup>C communication, while serial protocols handle data transmission to the rendering engine. The IDE's debugging tools, including serial monitors, are crucial for verifying signal integrity and latency. Firmware algorithms integrate sensor fusion and debouncing logic for accurate gesture detection. This open-source platform significantly aids rapid prototyping and hardware-software integration for real-time interactive systems.

**Rendering Engine:** The Rendering Engine is a fundamental software component that generates real-time visual output based on physical hand gestures captured by the hardware. Initially considering Unreal Engine, this prototype utilizes Blender's integrated Eevee and Cycles engines for rendering and simulation. The engine displays a first-person perspective with visible virtual hands, mirroring gestures like finger bends and wrist rotations instantly. This real-time visual feedback is vital for player immersion and interaction. The engine processes data from the microcontroller, supplied through middleware, to dynamically adjust hand poses and object interactions. Its capability to reflect hardware input with minimal latency ensures intuitive and

responsive gameplay, serving as the core of the gesture-controlled gaming experience. Optimized for low latency with GPU acceleration, it manages environmental elements and physics simulations via Blender's Python API.

**Blender:** Blender is an open-source 3D creation suite which is utilized for designing and developing game assets. This includes 3D modeling, UV mapping, texturing, and rigging, crucial for creating realistic hand models and interactive objects. Blender's EEVEE and Cycles engines provide real-time previews and high-fidelity final renders, respectively. Its Python scripting capabilities facilitate customization and workflow automation. Blender functions as both a design tool and a visual integration layer, ensuring in-game visuals accurately reflect physical gestures captured by the hardware with minimal latency through automated workflows linking it to the Arduino's output.

**Python:** Python serves as the middleware layer, connecting hardware data with the rendering engine. Custom scripts, utilizing libraries like PySerial, parse serial data from the Arduino, converting raw sensor values into actionable game inputs. Python's integration with Blender via the bpy module maps gestures to in-game animations and automates tasks. It can also be used externally to interpret sensor data and relay it to the rendering engine via custom protocols. Python's versatility and extensive library support are crucial for efficient data translation and seamless interaction between the wearable hardware and the virtual environment, enabling real-time mapping of physical movements to game commands.

# Chapter 4: Feasibility Study

## 4.1 Technical Feasibility

The project demonstrates strong technical feasibility by combining electronics, communication, and information processing in a practical and achievable manner. The Arduino Mega microcontroller acts as the brain of the system, providing sufficient processing power and I/O pins to accommodate multiple sensor inputs, including MPU6050 sensors, tactile push buttons, and optional flex sensors. These electronic components assist in accurately detecting hand gestures and finger movements. For communication, the ESP8266 module is considered for wireless data transfer between the hardware system and the game engine, facilitating real-time interaction with low delay. Serial communication protocols (either wired or wireless) will be utilized to ensure smooth and continuous data exchange from the Arduino to the computer running the game.

The information processing aspect involves translating raw sensor inputs into meaningful commands for the game. This includes gesture detection using both switch activations and motion readings from the MPU. All of this will be managed using standard Arduino programming, with open-source libraries that expedite development. The modular hardware setup allows for flexible testing, updates, and part replacement if necessary. Our design supports iterative development, meaning we can test and improve as we build. Key strengths of the project include its adaptability, cost-effective components, and future scalability, making it a reliable and feasible system to implement with the tools and skills available to our team.

## 4.2 Economic Feasibility

The proposed system demonstrates strong economic feasibility with a cost-effective approach to hardware development and implementation. Most of the required electronic components and sensors are readily available in the local market and within our college resources. The primary components, like Arduino Mega, ESP8266, MPU sensors, and connecting wires, are economically accessible, with relatively low procurement costs compared to specialized gaming interface systems. The use of PLA filament provides a budget-friendly prototyping solution, allowing multiple design iterations without significant financial investment. Open-source software platforms like Arduino IDE and Unreal rendering Engine further reduce development expenses by eliminating expensive proprietary software licensing costs.

The project's modular design enables incremental development, meaning team members can progressively invest in components as needed, spreading out potential expenses. Potential cost

savings are achieved through utilizing existing college laboratory equipment and leveraging team members' existing technical skills, which minimizes additional training or external consultation expenses. The overall economic viability is enhanced by the project's scalable nature, potential for future refinement, and the use of widely available, low-cost technological components. The minimal financial requirements make this project an economically attractive research and development initiative within the current institutional infrastructure.



# Chapter 5: Methodology

## 5.1 System Block Diagram

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## 5.2 Algorithm

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### 5.3 Flow Chart

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# Chapter 6: Result And Analysis

## 6.1 Expected Output

The project aims to develop an innovative interactive gesture-controlled gaming system that translates real-hand movements into precise in-game character actions. The primary output will be a custom-designed wearable interface integrating MPU sensors, and mechanical switches enabling accurate hand gesture detection. The system will facilitate real-time data transmission between hardware and gameengine, creating an immersive first-person gaming experience with minimal latency. Key deliverables include a responsive input mechanism, gesture recognition algorithm, and puzzle game prototype demonstrating seamless hardware-software interaction. The project seeks to achieve 90 percent gesture detection accuracy, showcasing potential advancements in interactive gaming technologies through innovative human-computer interface design.

# Gantt Chart



# Cost Estimation

## Electronics & Core Components

Item	Quantity	Cost (NRs)
FLYSKY Receiver	1	8000
30A ESC Skywalker	1	2000
Flight Stabilizer (NXE4 EVO)	1	4500
1000KV Brushless Motor	1	800
MG996 Metal Gear Servo	4	3040
2200mAh 3S LiPo Battery	1	3150
Buck Module Voltage Regulator	1	550
Raspberry Pi 4B with USB Camera and HDMI Cable	1	0
<b>Total</b>		<b>22040</b>

Table 6.1: Electronics and Core Components for Fixed-Wing UAV

## Frame & Construction Materials

Item	Quantity	Cost (NRs)
Depron Sheet(1000*600 mm)	4	10000
Aluminum Motor Mount (L-shape)	1	150
Push Rod (1m)	2	400
<b>Total</b>		<b>10550</b>

Table 6.2: Frame and Construction Materials for Fixed-Wing UAV

## Miscellaneous Accessories

Item	Quantity	Cost (NRs)
Hot Glue Gun Stick	10	200
Duct/Binding Tape	3 rolls	300
XT60 Connector Pair	2	500
3-Pin Orange Connector Pair	4	60
Servo Wire Cable (5m)	1	75
Propeller (7x5 inch)	4	300
Bullet Propeller Holder Adapter	1	170
Jumper Wire (MM, MF, FF, each 5)	15	30
<b>Total</b>		<b>1635</b>

Table 6.3: Miscellaneous Accessories for Fixed-Wing UAV

## Grand Total

Category	Cost (NRs)
Electronics and Core Components	22 040
Frame and Construction Materials	10 550
Miscellaneous Accessories	1 635
<b>Grand Total</b>	<b>34 225</b>

Table 6.4: Grand Total Cost for Fixed-Wing UAV



# References

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