





# STRAXIMO

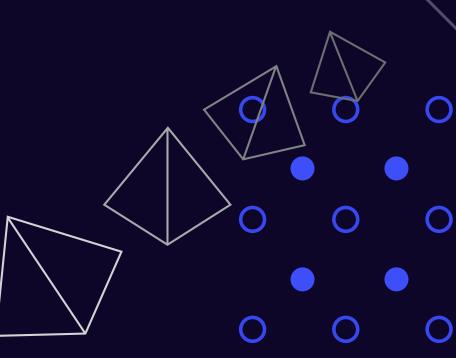
**#MoveToPlay** 

### **Team Name: Titans**

**Challenge: Open Innovation** 

Team Members

Ujjwal | Sumit Saini | Urvashi Choubey

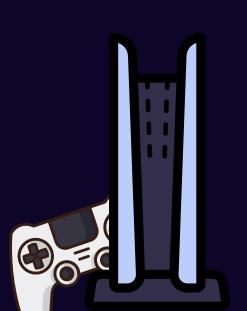


## Problem Nowadays

Nowdays, gaming is an extremely popular leisuretime activity with large userbase worldwide.

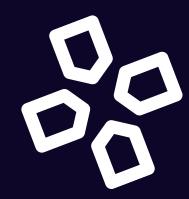
This skyrocketing popularity of the gaming culture has given rise to several problems:

- Short eye-screen distance
- Decline in physical activities
- Increase in posture defects



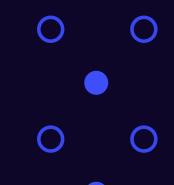








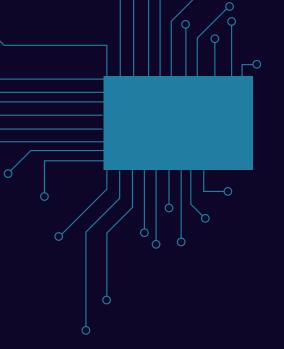






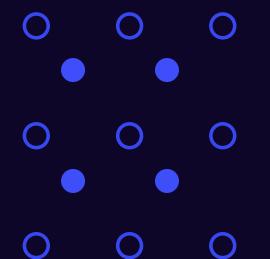






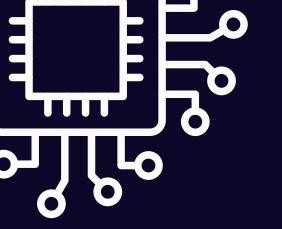
# Our Idea

Traximo is a collection of #MoveToPlay games which encourages physical activities to play digital games. It increases engagement and interaction and provides a richer user experience. All of this is achieved through motion detection only using webcams installed in our devices. Our goal is to blend the immersiveness of virtual world with the active movements of physical world without any expensive devices.









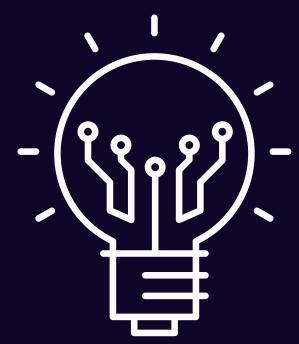
## We Are Here To Bring You The Solutions

## Motion Detection using Computer Vision

Various edge & motion detection algorithms are used to detect user movements and actions.

## Action based interface

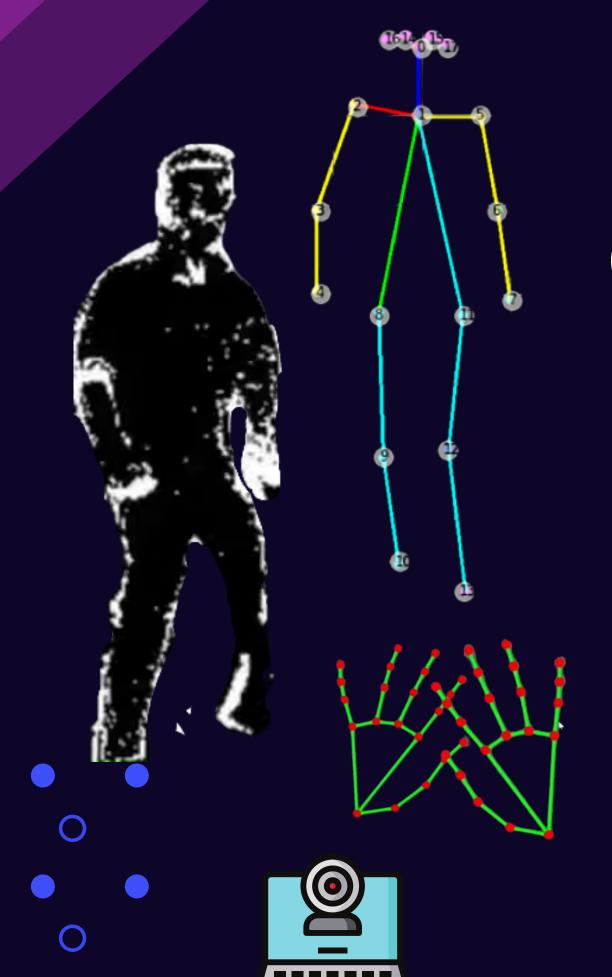
The player interacts with the virtual world by doing physical actions like waving their arms or jumping or ducking. This increases physical activity of the gamer and makes the game more immersive and fun.











### Competitive Advantage



#### **Compact**

Traximo doesn't require any external device. Motion will be captured using the webcam of the device.



#### Compatable

Traximo is a web-app, hence, it is crossplatform and can be used in any device with webcam.



#### | Immersive

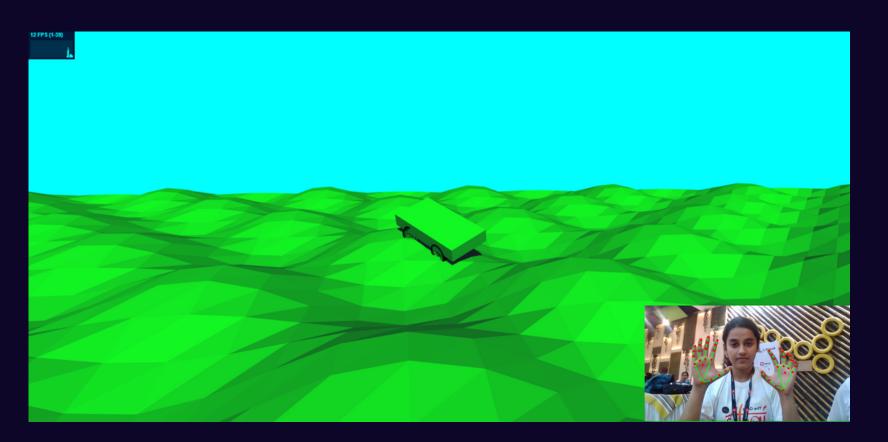
Traximo is an immersive environment where the user has to do physical activities to interact with the system instead of just swingging fingers on the device.



#### Feasible

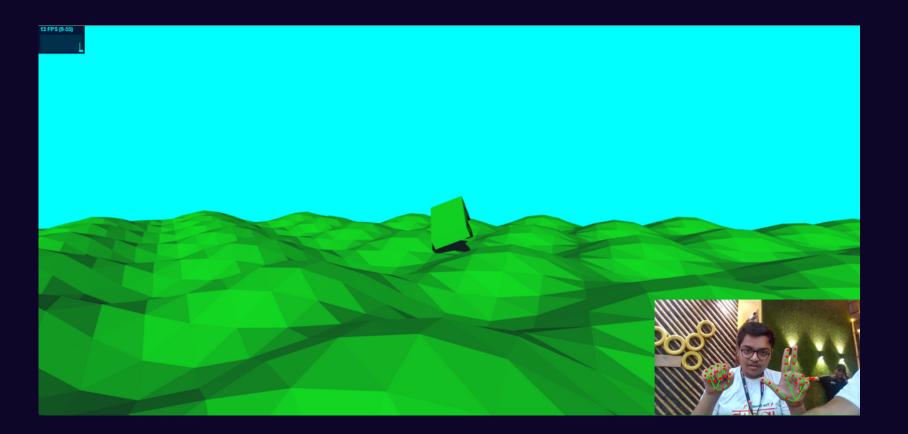
Traximo is a free to play arcade centre that only needs good internet connection and a device with a webcam.

### Implemented Models

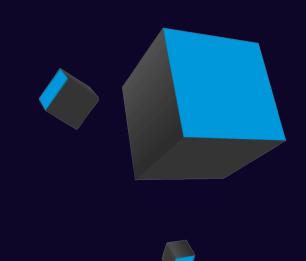


### **3d Car Simulation**

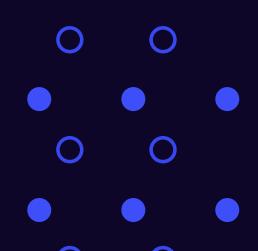
3d Car Simulation where car's controls are mapped to various hand gestures provided with an immersive webGL experience.







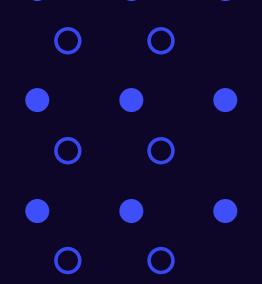




## Implemented Models

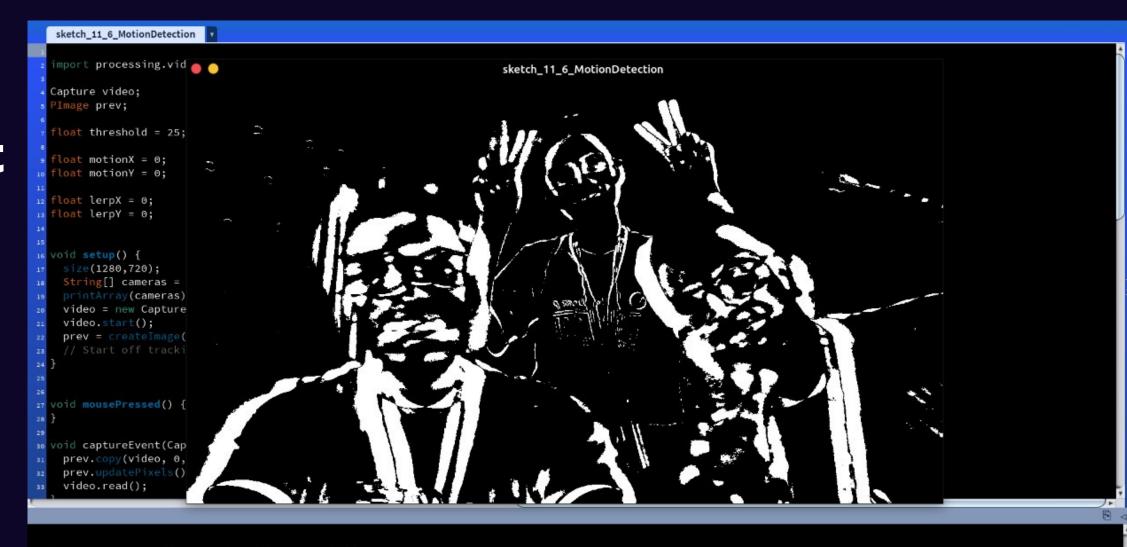
### **Ghosts Hunter**



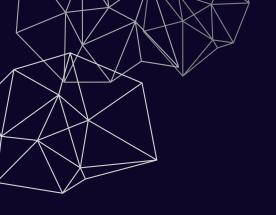


### Implemented Models

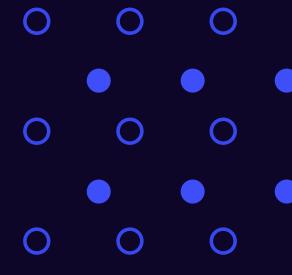
Red Light Green Light using
Motion Detection\*



Processing video library using GStreamer 1.16.2 [0] "Integrated Camera: Integrated C"



### Hosted on MS Azure





Our website is hosted with all games combined in a web-based arcade center and you can enjoy them and test them right now!!

**Check Here** 







On commercial implementation, this solution can open this move to play genre to a whole new audience.



