🎮 Gesture Controlled Hill Climb Racing — A Simple Fun Project in My Free Time
I’ve seen so many cool posts lately — people controlling Temple Run, Subway Surfers, and other games using hand gestures with MediaPipe and OpenCV.
So I thought… why not build one for my all-time favorite — Hill Climb Racing?
In my free time, I decided to make a simple gesture control system to play the game — just using my webcam and hand gestures for ⛽ Gas and 🛑 Brake.
It was really exciting and satisfying working on this one!
🛠️ Tools & Technologies Used:
Python (3.11)
OpenCV – for real-time video feed
MediaPipe – for hand tracking
PyAutoGUI – to simulate keyboard input
BlueStacks Emulator – to run the game
Visual Studio Code – for development
OBS Studio – to record screen + audio
🧠 What I Built:
Tracked hand landmarks using MediaPipe
Detected simple gestures (like thumbs up/down)
Mapped them to game controls (Gas / Brake)
Synced gesture recognition with keypress actions
Tuned it for stability and recorded demo footage
🎯 This project gave me a hands-on understanding of:
Gesture recognition with minimal ML
Real-time video processing and key mapping
Emulator-based game control
Bringing automation into a fun context
This wasn’t a big or complex build — just a small project I enjoyed making during free hours to learn something cool and creative.
Built this just for fun — but the possibilities? Endless.
Type “show me magic” below, and let’s chat.
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