

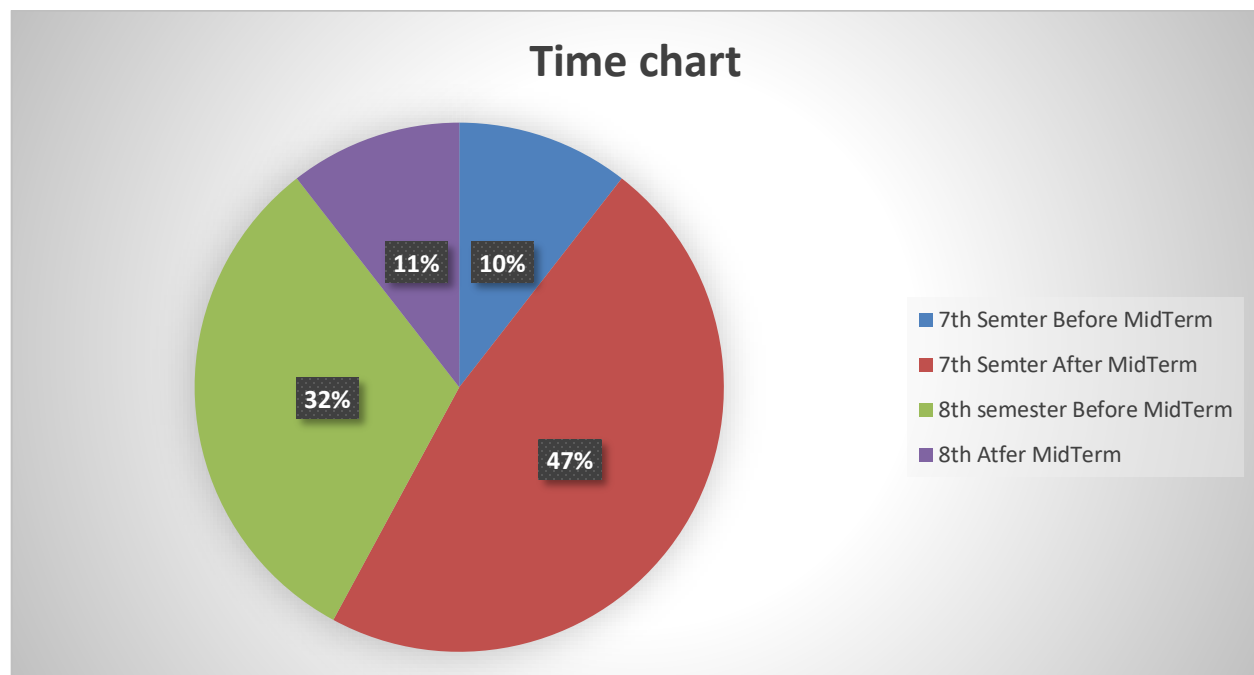
# FYP IDEA

**Group members:**

**Muhammad ijaz & Muhammad jawad**

**Gesture control game with computer vision and machine learning**

## **Project Milestones:**



# Timeline

| Semester weeks                          | Milestone   | working weeks  |
|---|---|--|
| 6 <sup>th</sup> and 7 <sup>th</sup>     | Gather dependencies + hand tracking   | 2 week   |
| <b>Mid term</b>                         | <b>Mid term</b>   | <b>Mid term</b>  |
| 8 <sup>th</sup> to 11                   | Gesture recognitions model + deploy model on game   | 4 weeks  |
| 12 <sup>th</sup> to 15 <sup>th</sup>    | Website + server + database for storing player data + thesis  | 3 weeks  |
| <b>Finial term exam</b>                 | <b>Finial term exam</b>   | <b>Presentation: game control with hand gesture and store car break and gas data in database. Note: computer vision work almost complete</b> |
| 8th semester                            | Milestone   | Working week   |
| 1 to 3 <sup>th</sup> week               | Total time taken and distance travel collect and store in database.   |  |
| 4 <sup>th</sup> to 7 <sup>th</sup> week | Collect data (No of breaks, gas, total time taken, distance travel) and create and deploy machine learning model for next game score. | 4 weeks<br><b>Note: project complete</b>   |
| <b>Midterm exam</b>                     | <b>Midterm exam</b>   | <b>Midterm: present complete hand tracking and hand control game with machine learning prediction</b>  |
| <b>8th to 15th</b>                      | <b>Maintenance + thesis</b>   | <b>8 weeks</b>   |

## Version control:

For versioning control, we use GitHub which is a free and open source platform.