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EE104

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Lab 7 Documentation

In this documentation, I will go over the AI we trained as well as the game creation – Balloon flight.

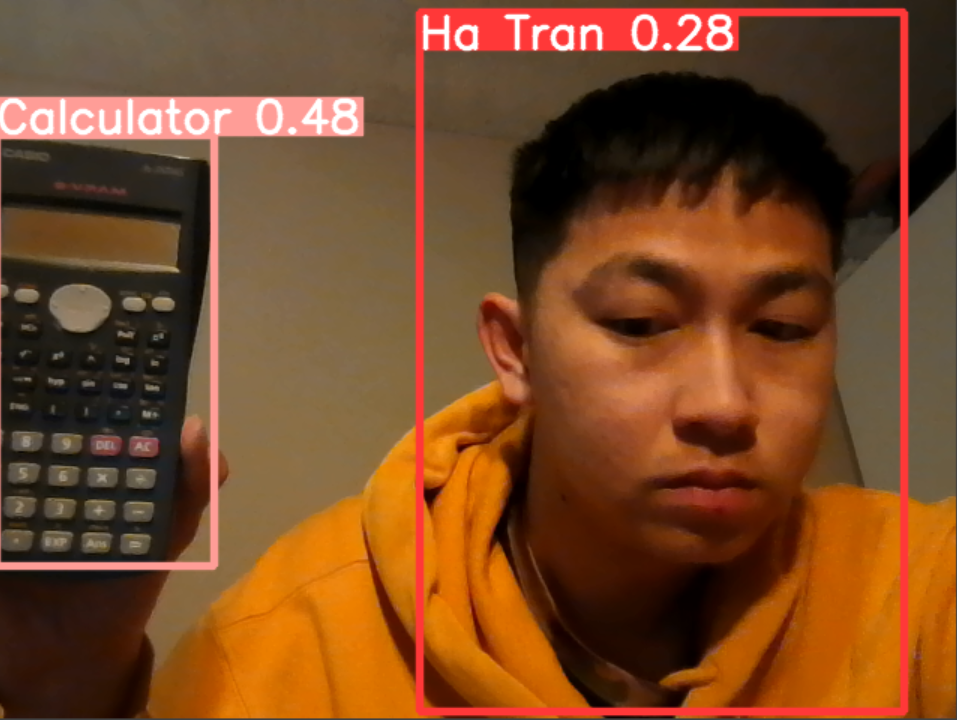
I utilize YOLO to train our computer to recognize individuals and objects for the YOLO5 model training. I take images of ourselves for the AI to recognize us. In the end, I also train my calculator. As a result, when we run the code, our computer will recognize me and my calculator, as shown in the figures below.

A person wearing an orange hoodie

Description automatically generated with low confidence

A person holding a calculator

Description automatically generated



Finally, we are going to explain the game part. The game for lab 8 is about developing a Balloon flight. For Hacks and Tweaks, I choose Lives, Speed it up, More high scores, and Add in Multiples of Each obstacle.

As the figure below shows that there are multiple obstacles:A picture containing chart

Description automatically generated

As shown in the figure below, every time the balloon hit any obstacles, the HP will decrease.

A picture containing graphical user interface

Description automatically generated

As the figure below shows that there are 5 highest scores

Graphical user interface

Description automatically generated

Yolov8 youtube link: <https://youtu.be/HWqenHtFAS8>

Balloon Flight youtube link: <https://youtu.be/XlEoJAAwHeM>

GitHub: