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CRT 420 Python

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### ASL Learning: OpenCV Project Proposal

**Game Description:** This is an educational game that will utilize OpenCV's and Media Pipe's gesture recognition to help teach users basic sign language. During each level the game will lead the user through a few new gestures by displaying them on the screen and having the user match the gesture. After the demo, they will get to challenge their skills. The computer will display a letter/word and they will have to match the hand sign for that word/letter before the letter hits the other side of the screen.

**Problem Solved:** There are many people who are either have vocal or hearing impairments that often have trouble communicating with others due to the lack of familiarity with ASL. This game will help people learn basic hand gestures to help communicate with those who use ASL to communicate.

#### Sketches:

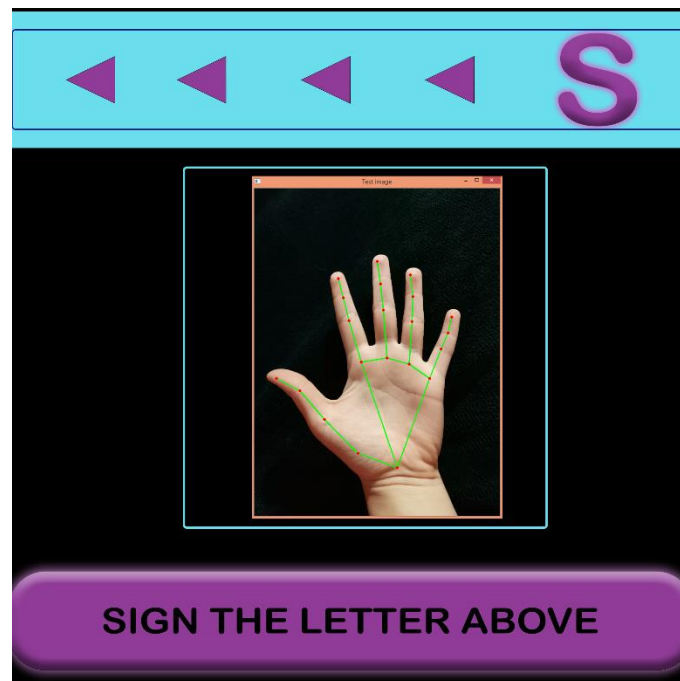
##### START SCREEN



**DEMO PLAY SCREEN:**



**CHALLENGE PLAY SCREEN:**



**LOSE SCREEN:**



**WIN SCREEN:**

