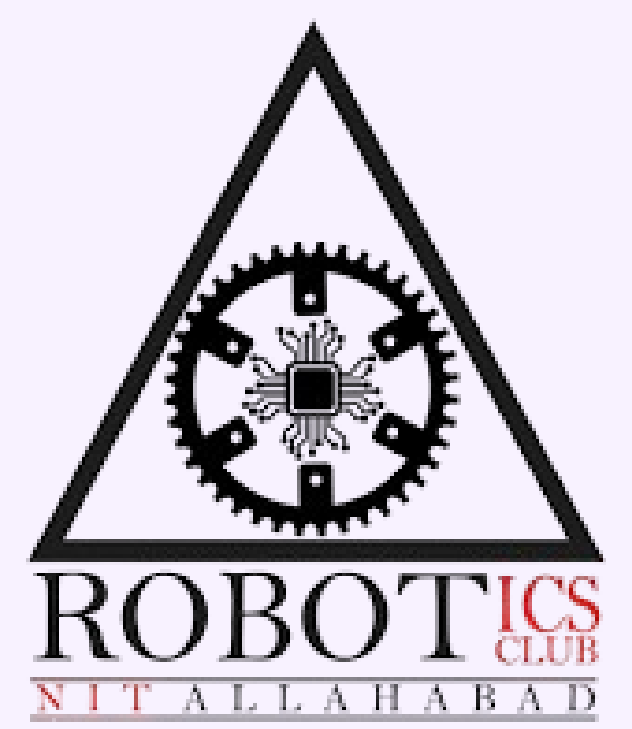




HAND GESTURES BASED VIDEO GAME CONTROLLER

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Mentors: Bhanu Pratap Singh, Rishi Mishra, Kushagra Verma



OBJECTIVE

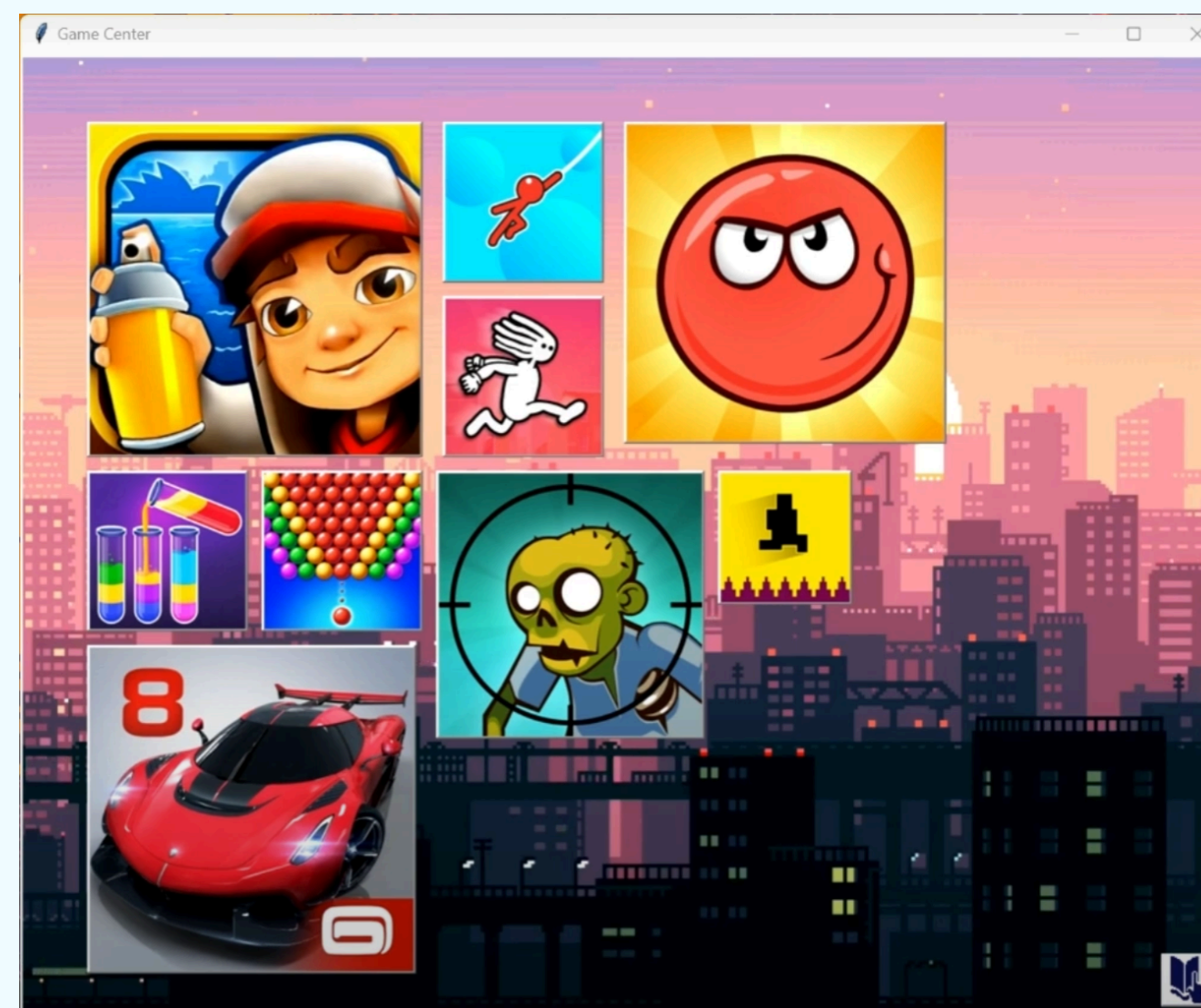
- Implement real-time hand gesture recognition using a webcam and computer vision.
- Translate recognized gestures into game controls for movement and actions.
- Create an intuitive, immersive, and accessible hands-free gaming experience.

TECH STACK



Scan to view the
GitHub repository

DESIGN



GUI



Gaming experience

FUTURE WORKS

- Add hand orientation-based controls (e.g. tilt to steer)
- Integrate voice commands alongside gestures
- Training a custom ML model to classify complex gestures

FEATURES

- Mouse like features like moving cursor, left and right clicking, scrolling etc.
- Multiple ways to navigate via fingers or thumb.
- Special GAME MODE .
- Easy switching between mouse and game mode.