



Paint 'n Click

A maze puzzle game try to solve the puzzles in the maze by physically drawing the solution and showing it to your camera

How it's done

The recognition of drawings is made possible using machine learning with TensorFlow to create a model of the Quick Draw dataset by Google.

To give input to the model OpenCV is used to receive and compress a video input to 28x28 grayscale which the model is trained to recognize.

The game interface and logic is handled using Pygame to draw sprites to the screen and handle the predictions from the machine learning model.