# 0.1 (a, b)

## Create a path

1. Move your hand to a desired position
2. Press the space bar to add this as a point on the path
3. Once finished, press enter to finish the path
4. Press esc to exit

## Follow a path

1. Move your hand to the first position (there is a 100px leeway in all directions)
2. Move your hand to the next position
3. Repeat step 2
4. Program will stop tracking when the final point is reached
5. Press R to restart the tracking

If the wrong tracking type is being used, the script will not run. An error message will be pasted in the CLI

# 0.2 (c, d)

Same as 0.1 instructions

# 1 (e)

## Follow a path

1. Stand infront of the camera
2. Bend arm to start the punch
3. Extend punch to punch
4. Bring the arm back within 0.5 seconds
5. Program will stop

Json file structure

{

“**Type**”: the type of file this is (body tracking, hand tracking)

“**Points**”: list of points [

“**toTrack**”: list of indexes of the model being tracked (three points added)

“**angle**”: the angle of the three points (angle of middle point)

“**leniency**”: the leniency of the angle when checking if the angle is achieved

"**timeLimit**": time limit since the last point was achieved (-1 if no time limit to be used)

]

}