Final Report

Game Development Project

sean khanna – Q11279516

Level 6

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* Somewhere talk about why this would be good for kids with disabilities etc

# Does the product meet the set goals and objectives?

## Process used to verify goal completion

## Why some goals might not have been met?

* rotating the head
  + Found a solution called solvePnP
* Training my own haar/LBP cascades
  + Dlib and open cv
    - Using points on the face

### What I could do next time to complete those goals

### If I was to do it again what changes to my schedule would I make

# What went right and what went wrong?

## Right

* Use the gpu

## Wrong

## Improvements

# Improvements made by request (with proof)

# What I am going to do with the project in the future

* Areas of improvement
  + TBB

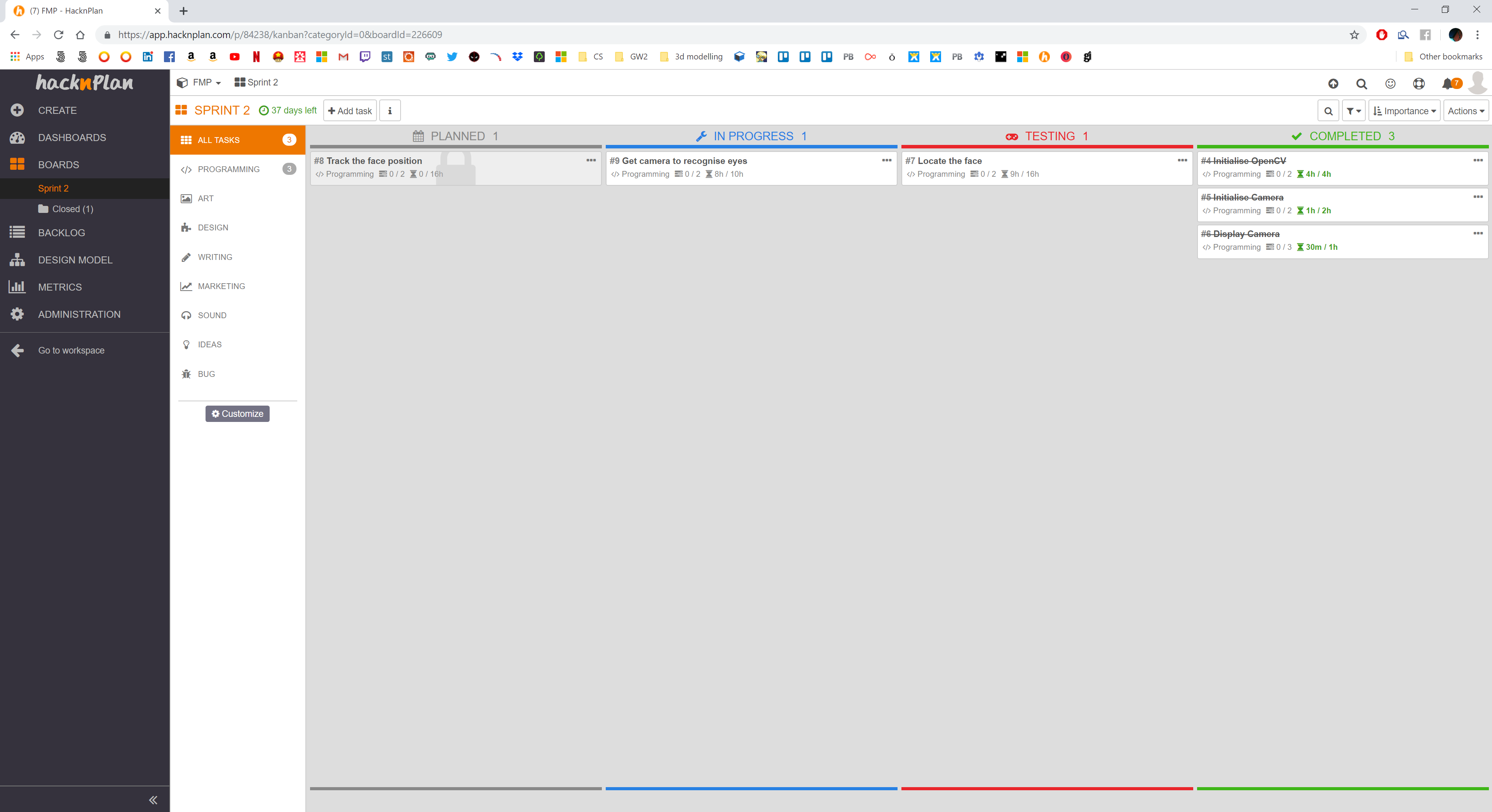
# What did I learn

# What could I have done differently during development

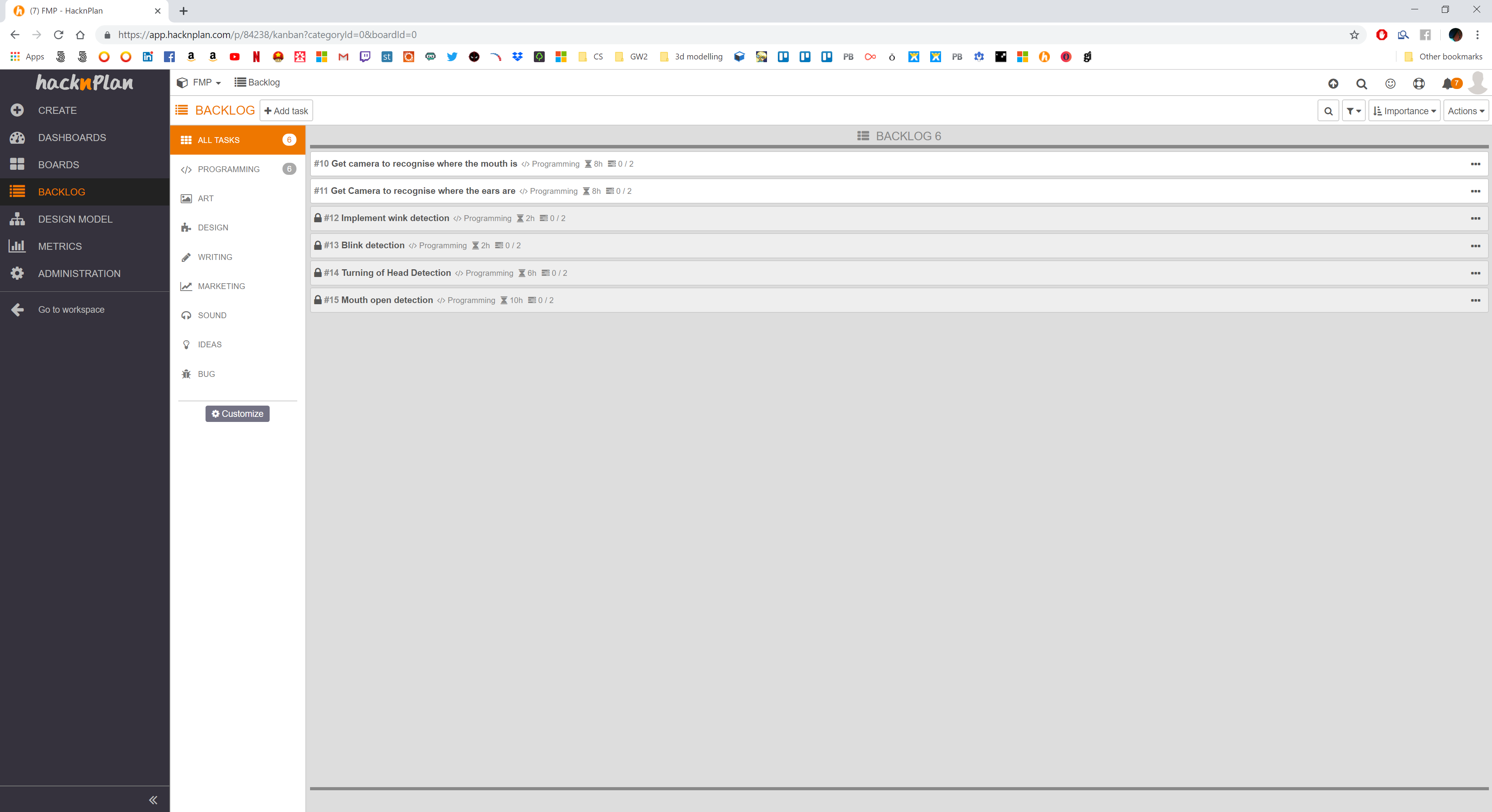
# References

# Appendix

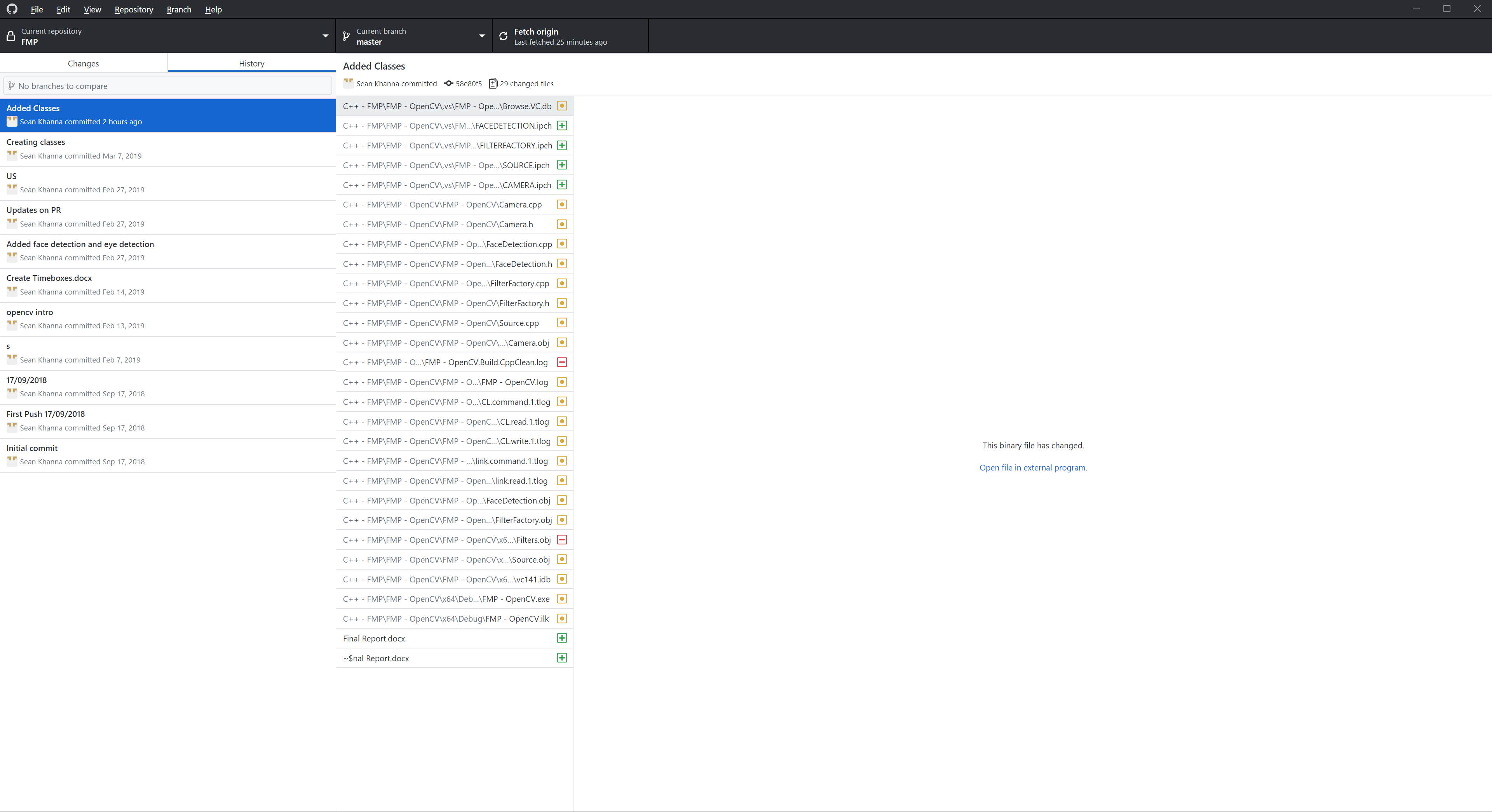
## Appendix A – HacknPlan



### Appendix A.1 – HacknPlan Backlog



## Appendix B – GitHub



## Appendix C – Black Box Testing

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| Test ID | Feature | Test | Expected | Actual | Solution |
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## Appendix D – White Box Testing

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