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Cart-263

<u>Final Project: Prototype and Proposal</u>

Code link: https://github.com/LucaSab48/cart263/tree/main/FinalProject/FinalProject

Prototype link: https://lucasab48.github.io/cart263/FinalProject/FinalProject

For my final project, I have decided to improve upon my previous project: Computer Bully. As a big update, I want to add either handpose or pose net to make a final battle against the robot. In my prototype I've added the handpose net to simulate what it would be like, as well as a few features. Things I would like to add is a title card, better looking graphics, more in depth response system, a more gamified version of this simulation, and, as mentioned before, a fighting sequence. For the fighting sequence, I am debating between using a handpose game or a pose net game similar to Just Dance (i.e. showing positions the player has to imitate within a time constraint). I think it would be nice to add some sound FX as well for a more immersive user experience. I believe the most technically difficult aspect of this project will be adding the second AI model to work in unison with my current sentiment model. I tried previously to add the pitch detection model yet had great difficulty making it work, ultimately leading to my removal of it. As you can see in the project prototype, I've made it possible to have a working simulation with handpose, yet I am still conflicted with the poseNet or even face mesh. Another challenge will be the sound FX. Thankfully I have some experience in programming sound due to my last semesters final project. I plan to work on this project little by little, starting with the larger final battle side then adding ease of life updates with the time remaining. I hope this project ends up being closer to a quick and fun game than a simple computer bully you can interact with.

<u>Scheme of project</u>:

States:

Loading → Title screen → Computer bully

→ Boss Fight → End sequence

AI game

→ computer Explosion