

HIDDEN HURDLES

Project Proposal (Team # 3)

Team Members:

Thipparthi, Manasa T - 40

Gudibandi, Saijyothi - 12

Puthana, Sujitha - 33

Golla, Sri Harsha Kumar Raja - 10

Project Goal and Objective:

Our application challenges players to find hidden objects. Players need to put into use their sleuthing skills and strategic to face the challenge. This game also helps players to refresh from their stressed life as they need to concentrate on the image and objects in the image.

Motivation:

Develop an entertaining and education game making use of deep learning.

Significance/Uniqueness:

- “Hidden Hurdles” as the name suggests it is a challenging game to find the objects hidden in the image.
- Education and entertainment oriented.

System Features:

- Challenges the users with the list of objects to be identified in an image.
- Hints are populated when the player could not find the object.
- Zoom and pinch functionality are implemented for proper view of objects in the image.
- Level progression bar is implemented to check where the player stands in the game

Related Work

- The resources what we collect are 3D images from internet.

Backup Project

- Parking cost estimator: Estimates the cost for parking and accumulates.

Overview

- Recognizes the vehicle based on number plate.
- Cashless payment at parking lots where user's car can be tracked from number plates.
- Based on the vehicle number plates adds the parking payment details to vehicle owners account.
- Fetch the vehicle details through voice over command.

Bibliography

- http://www.imageprocessingplace.com/root_files_V3/software/software.htm
- [Github.com](https://github.com)