

Self/Less

My Higher Diploma Final Year Group Project

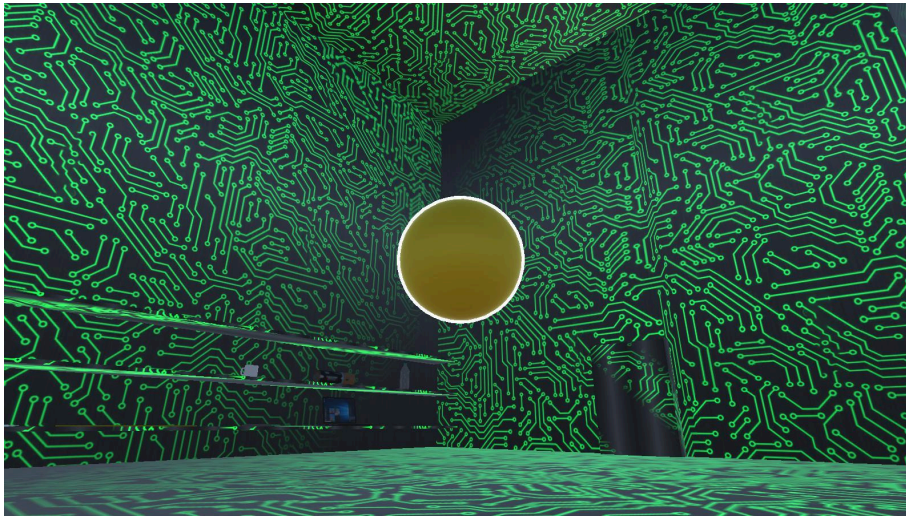
Concept:

The concept comes from two games called [Portal](#), which uses portals to design puzzles for the player and [Superliminal](#), which mainly focuses on making illusions to the player when they try to solve the puzzles.

Intro:

The game is designed and can be played in both PC and VR platforms. In the project, I mainly contribute on the implementation and level design. Below are some features.

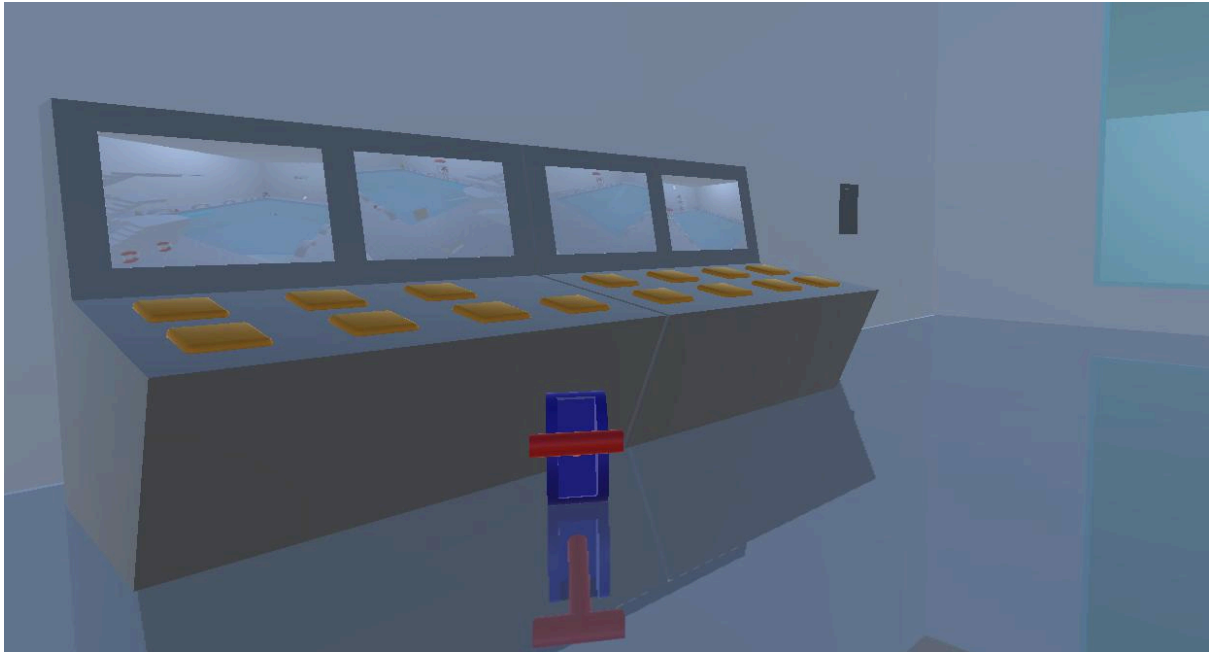
Scale up or down depends on how the player interacts with the selected object.



Portal that can be interactive to player and teleport to another location



Floor reflection and CCTV



Youtube link for the full gameplay demo:

PC Version

<https://www.youtube.com/watch?v=hc19Hfb5wLA>

VR version

<https://www.youtube.com/watch?v=QQWJapqbRaA>

Location Analyzer

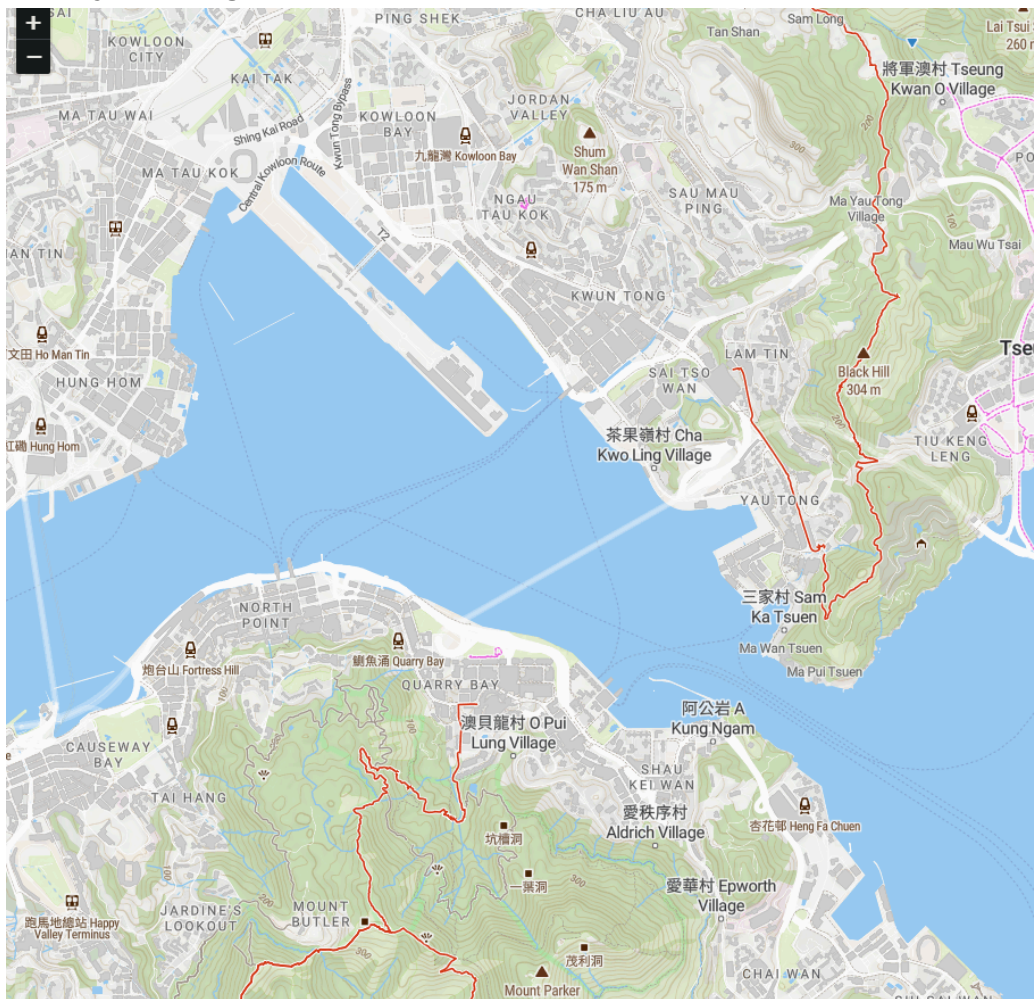
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Git link for details code and instructions:

<https://github.com/Marman82/Location-Analyzer-FYP>

1. Training CNN(Convolutional Neural Network) model supported by pytorch.
2. Using EasyOCR for text recognition
3. Use React to provide interactive action between the model and user
4. Using FastAPI to handle the upload file transfer

Map layout using OpenStreetMap API



Upload image file to analyze

Predict Image

選擇檔案 Fung Yu Ting (4).JPG

(Normal search function) Search by address name

Shek Kip Mei

SEARCH

石硤尾, 窩仔街, 大坑東, 石硤尾, 深水埗區, 九龍, 香港, 000000, 中国

石硤尾, 深水埗區, 九龍, 香港, 000000, 中国

石硤尾, 大坑東, 石硤尾, 深水埗區, 九龍, 香港, 000000, 中国

(Normal search function) Search by longitude and latitude

114.181742047979 22.3511591426328

SEARCH