Game controller

For this document, the following colour coding was used:
Minimal requirements
Requirements
Extra credit

Generate a Matlab program that can:

- Read the screen and identify key elements of the game (red dot, target area, marked center of the screen, marked mouse position, start/stop button)
- Move the mouse pointer to any position on the screen
- Identify and interact with the level selector

- Start and complete the game on level 0 and 1
- Start and complete the game on level 2
- Start and complete the game on any level

Write a report containing:

- Description and explanations for the generated functions
- Description of the interactions with the game
- Description of considered controller and the choice of its parameters (including experiments and justifications for rejected sets of parameters)
- Annex: functions code