Rafid = Red

Ratun = Blue

Akib = Green

Rafsan = Purple

[**Introduction**](#_680b35glo2r2) **2**

[Why we choose the game](#_pipff9lmvaml) 2

[Which method are we using & why](#_eib4ivsdcr47) 2

[Aim of the paper](#_yvjdsmu9ol9o) 2

[What's in this paper](#_we96zgu17jfe) 2

[**Literature Review**](#_oyqbkqy5v23y) **2**

[**Methodology**](#_pm02uio86wq) **3**

[Analysis Phase](#_yatrsviaxhkb) 3

[Concept Design Phase](#_ulypsrz88pmc) 3

[Implementation Phase](#_tfh8rrgt3i8w) 3

[Evaluation Phase](#_8duom8m91m81) 3

[**Implementation**](#_p74ktbjk1nd8) **3**

[Sensor Based Tracking](#_n4t6mp554860) 3

[Developing the prototype](#_52a1vmhb6b55) 3

[Create Graphics](#_1t7tb7s95hcq) 3

[Environment](#_p3jezmiogjtd) 3

[**Result And Evaluation**](#_o4e0mpdq87h) **3**

[User Acceptance Testing](#_s20d6ssj4kjc) 3

[Usability Testing](#_cu20umw0ou7b) 3

[**Conclusion**](#_b84dtmrdaj5u) **4** [**4**](#_6ss58cmk5v6u)

NFS: A Hand Gesture Recognition Based Game Using Allah Jane Ki

| Md. Rafid Islam  Software Engineering  Islamic University of Technology  Gazipur, Dhaka, Bangladesh | Ratun Rahman  Software Engineering  Islamic University of Technology  Gazipur, Dhaka, Bangladesh | Akib Ahmed  Software Engineering  Islamic University of Technology  Gazipur, Dhaka, Bangladesh | Rafsan Jany  Software Engineering  Islamic University of Technology  Gazipur, Dhaka, Bangladesh |
| --- | --- | --- | --- |

***Abstract—***

***Keywords-***

# Introduction

## Why we choose the game

## Which method are we using & why

## Aim of the paper

## What's in this paper

# Literature Review

What is the game and how to play the game

What is our method and how it works

# Methodology

## Analysis Phase

## Concept Design Phase

## Implementation Phase

## Evaluation Phase

# Implementation

## Sensor Based Tracking

## Developing the prototype

## Create Graphics

## Environment

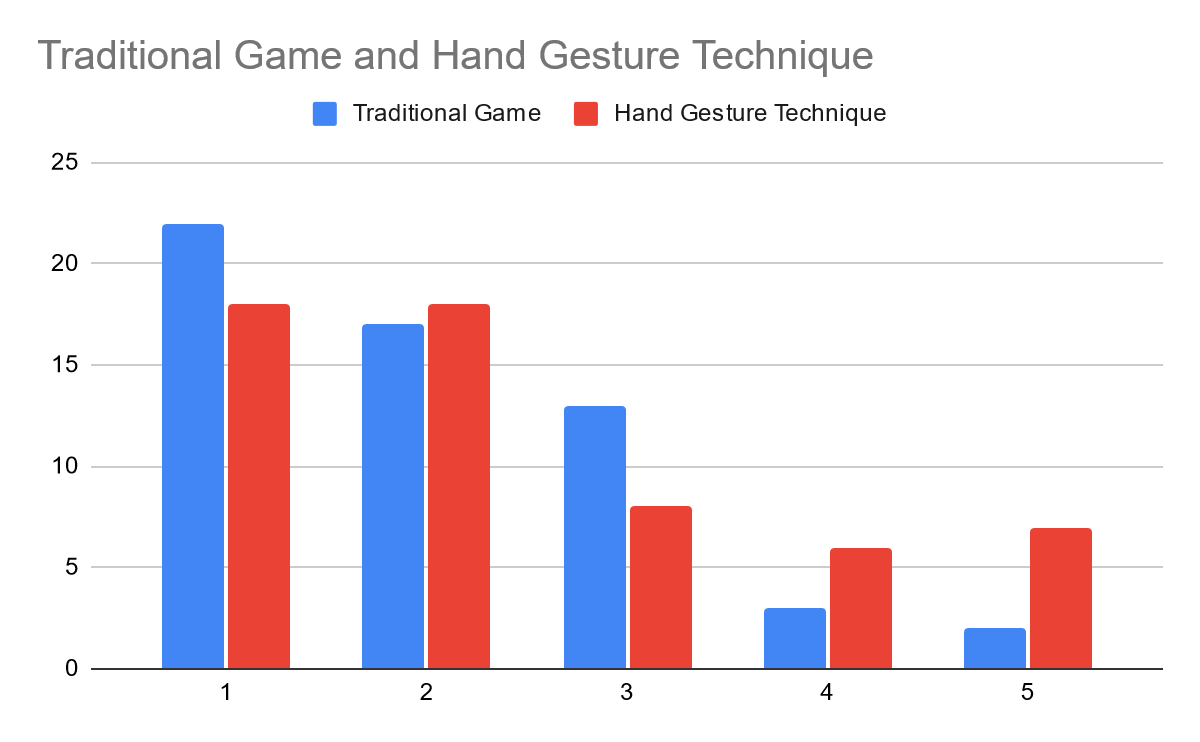
# Result And Evaluation

## User Acceptance Testing

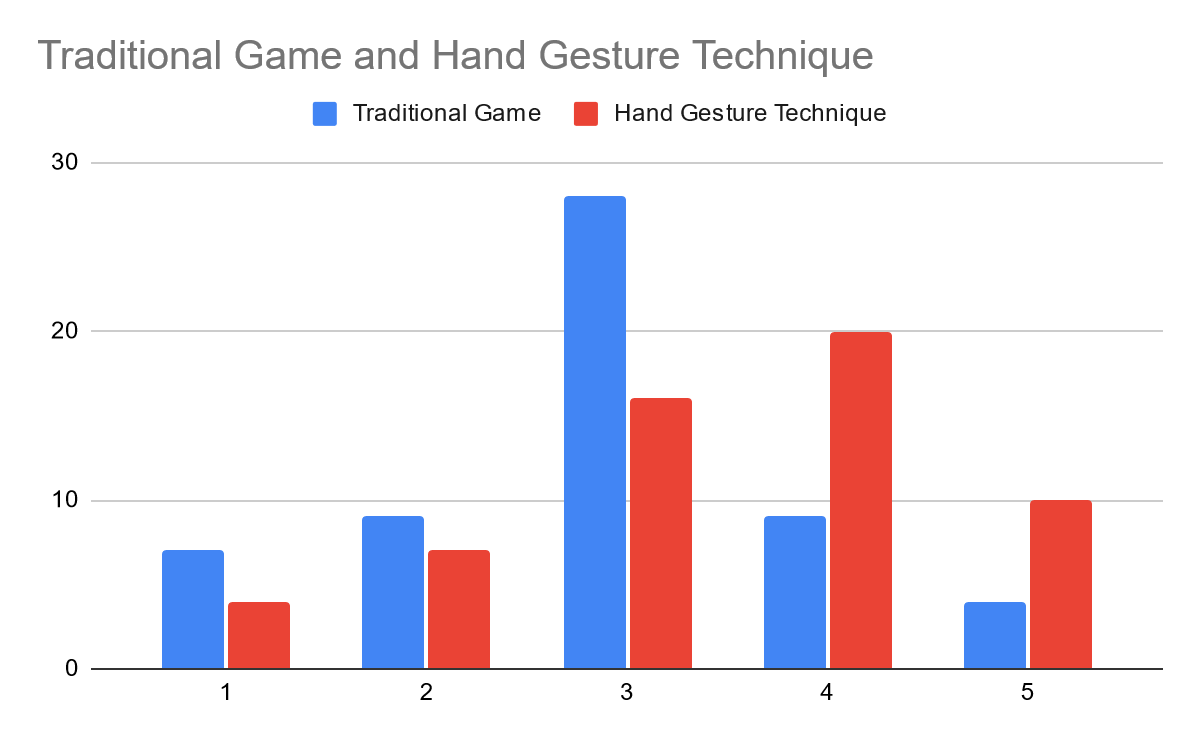
| **Events** | **Expected Results** | **Actual Results** |
| --- | --- | --- |
| Detect Hand Gesture | Hand gesture will be recognized and work smoothly | Hand gesture recognition is working fine |
| Move Car | Swiping hand towards a direction will work as a command to move the vehicle | The vehicle movement is working perfectly and precisely |
| Have Game Mechanics | Game will start and will end when the vehicle crush with other vehicle | There is no start menu and the game restart automatically after crush |

## Usability Testing

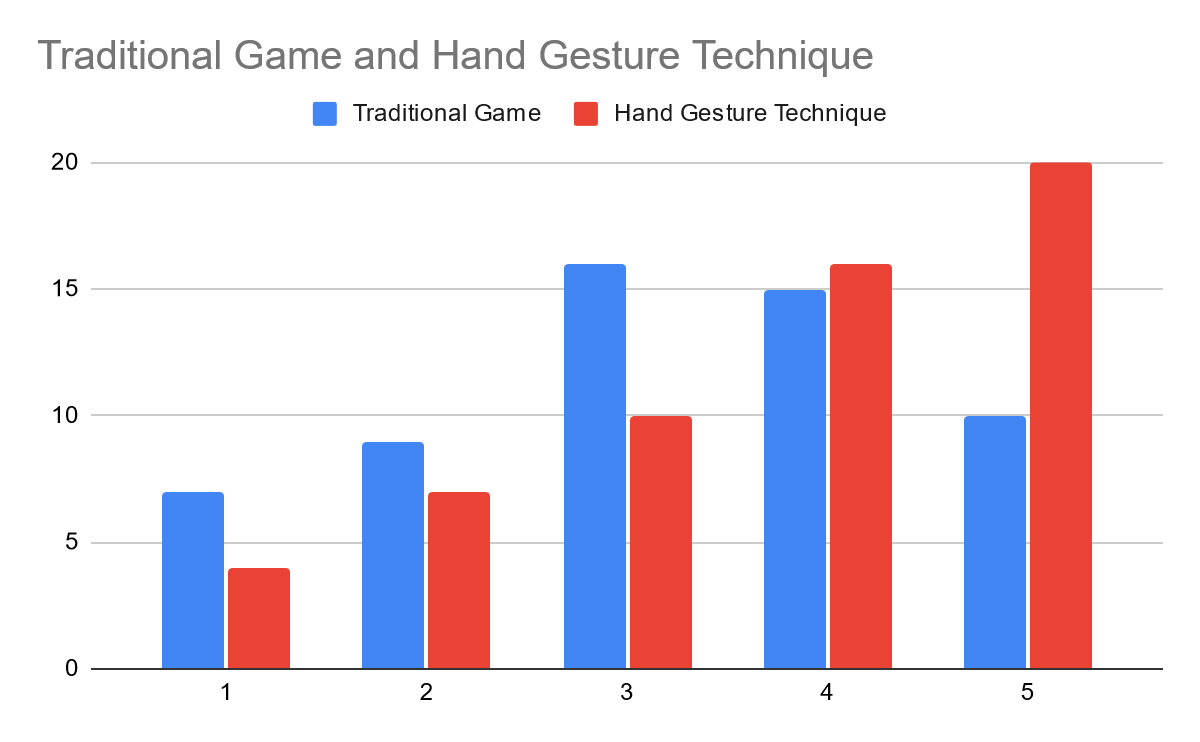
Difficulties to use



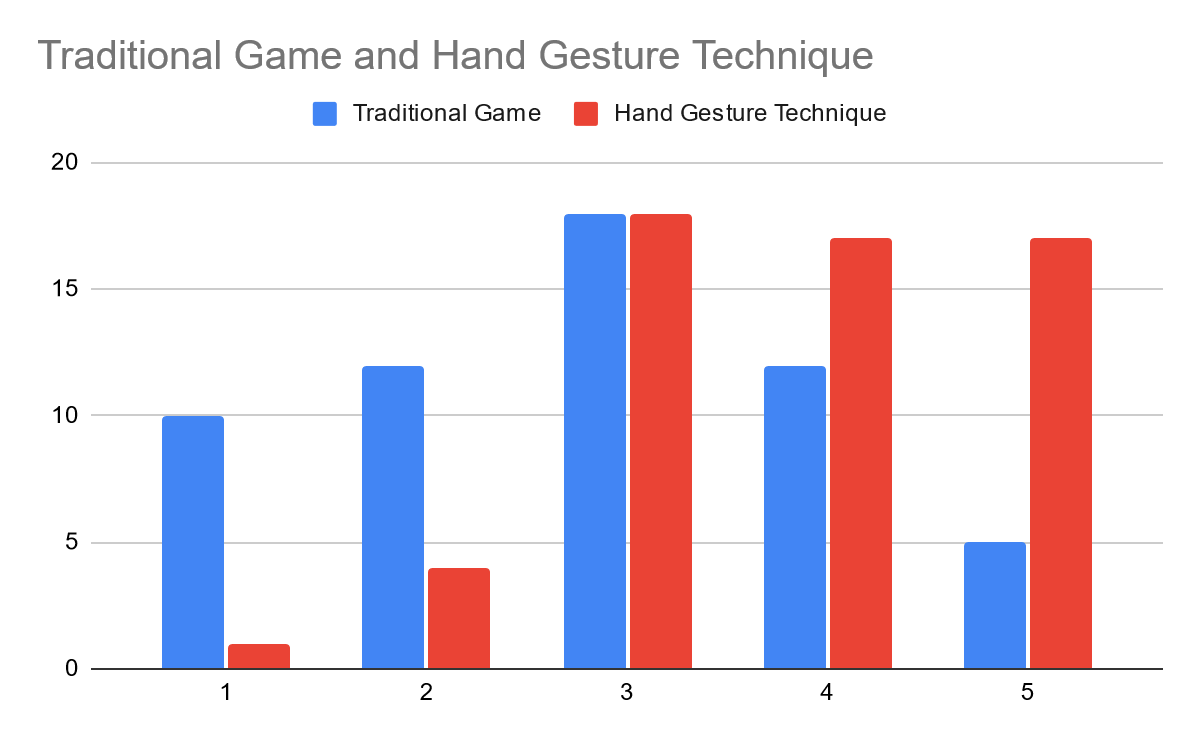
Fun elements



Gameplay



Replayability



# Conclusion

Make it better quality (3D)

Add sound effects

Main menu and interfaces

Complex and other games

# References

1. Khan, R.Z. and Ibraheem, N.A., 2012. Hand gesture recognition: a literature review. *International journal of artificial Intelligence & Applications*, *3*(4), p.161.
2. Fang, Y., Wang, K., Cheng, J. and Lu, H., 2007, July. A real-time hand gesture recognition method. In *2007 IEEE International Conference on Multimedia and Expo* (pp. 995-998). IEEE.
3. Rautaray, S.S. and Agrawal, A., 2011, December. Interaction with virtual game through hand gesture recognition. In *2011 International Conference on Multimedia, Signal Processing and Communication Technologies* (pp. 244-247). IEEE.
4. Zhang, X., Chen, X., Li, Y., Lantz, V., Wang, K. and Yang, J., 2011. A framework for hand gesture recognition based on accelerometer and EMG sensors. *IEEE Transactions on Systems, Man, and Cybernetics-Part A: Systems and Humans*, *41*(6), pp.1064-1076.
5. Garan, T.A. and Suaib, N.M., Hand Gesture Integration of 3D Virtual Rubik’s Cube Using Leap Motion.