

Prewritten code given in [main.js](#) file -

```
function preload() {
  world_start = loadSound("world_start.wav");
  setSprites();
  MarioAnimation();
}

function setup() {
  canvas = createCanvas(1240,336);
  instializeInSetup(mario);
}

function draw() {
  game()
}
```

1. First add code for accessing webcam and setting its size

Copy from here

```
function setup() {
  createCanvas(650, 400);
  video = createCapture(VIDEO);
  video.size(600,300);

  poseNet = ml5.poseNet(video, modelLoaded);
  poseNet.on('pose', gotPoses);
}
```

Paste it here

```
function preload() {
  world_start = loadSound("world_start.wav");
  setSprites();
  MarioAnimation();
}

function setup() {
  canvas = createCanvas(1240,336);
  canvas.parent('canvas');

  instializeInSetup(mario);

  video = createCapture(VIDEO);
  video.size(600,300);
}

function draw() {
  game()
}
```

Update the size of the webcam live view

```
function preload() {
  world_start = loadSound("world_start.wav");
  setSprites();
  MarioAnimation();
}

function setup() {
  canvas = createCanvas(1240,336);
  canvas.parent('canvas');

  instializeInSetup(mario);

  video = createCapture(VIDEO);
  video.size(800,400);
}

function draw() {
  game()
}
```

Output -



Add webcam live inside a HTML element.

```
function setup() {
  canvas = createCanvas(1240,336);
  canvas.parent('canvas');

  instializeInSetup(mario);

  video = createCapture(VIDEO);
  video.size(800,400);
  video.parent('game_console');
```

The HTML element which was defined for holding the webcam live view is inside center tag

```
<body background="background.jpg">
  <center>
    <div class="btn btn-primary heading">
      <h3>AI MARIO GAME </h3>
      <button class="btn btn-primary" data-toggle="modal" data-target="#myModal">Instructions</button>
    </div>
    
    <br><br>
    <button class="btn btn-success" onclick="startGame()" id="start">Play Game</button>
    <br><br>
    <h3 id="status" class="btn btn-warning"></h3>
    <br><br>
    <div id="canvas"></div>
    <div id="game_console"></div>
    <h4>Source Code : <a href='https://github.com/linuk'>Linuk</a> || Game Credit : Mario</h4>

    <div id="myModal" class="modal fade ">
      <div class="modal-dialog" >
        <!-- Modal content-->
        <div class="modal-content">

          <div class="modal-header">
            <button class="close" data-dismiss="modal">&times;</button>
            <h4>Instructions</h4>
          </div>

          <div class="modal-body">
            
            
            
          </div>

        </div>
      </div>
    </div>
  </center>
```

Output -



Add style for this webcam live view in [style.css](#)

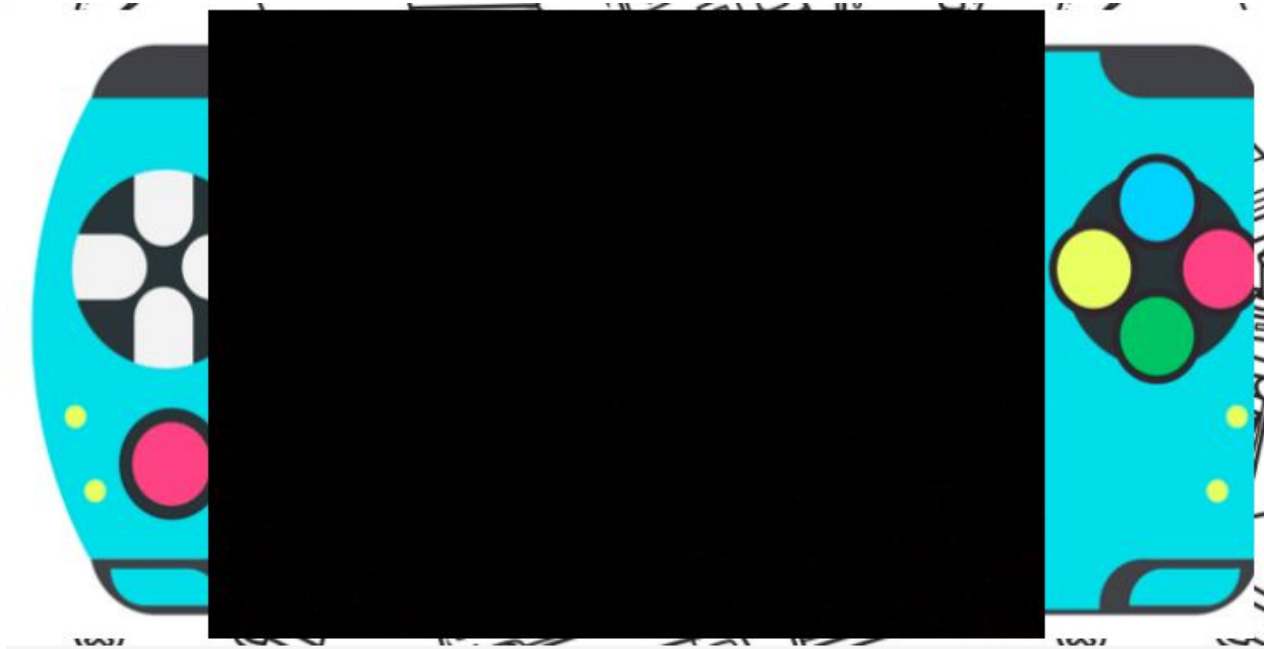
```
video
{
    background: url('game_console.png');
```

Output



```
video
{
    background: url('game_console.png');
    background-size: cover;
```

Output -



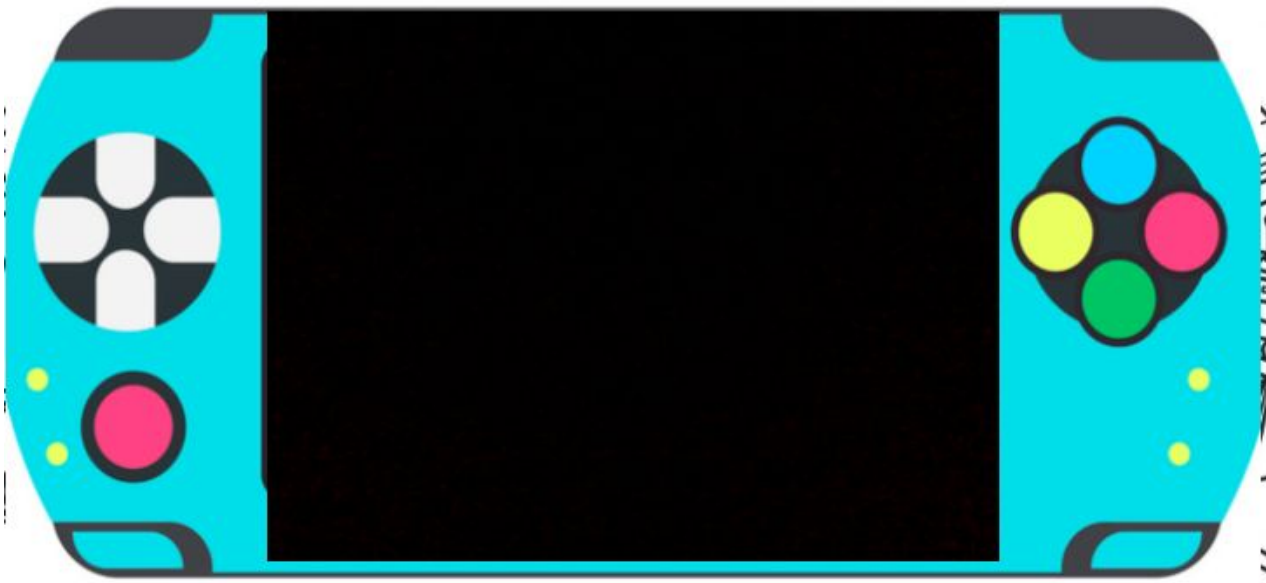
```
video
{
  background: url('game_console.png');
  background-size:cover;
  background-position: center;
```

Output -



```
video
{
  background: url('game_console.png');
  background-size:cover;
  background-position: center;
  padding: 25px;
}
```

Output -



2. Add code for -

- Initializing posenet model
- Code for modalLoaded() function
- Code for executing posenet model
- Code for getResult() function, and fetching x and y coordinates.

Paste it here

Copy from here

```
function setup() {
  createCanvas(650, 400);
  video = createCapture(VIDEO);
  video.size(600, 300);

  poseNet = ml5.poseNet(video, modelLoaded);
  poseNet.on('pose', gotPoses);
}

function modelLoaded() {
  console.log('Model Loaded!');
}

function gotPoses(results)
{
  if(results.length > 0)
  {
    noseX = results[0].pose.nose.x;
    noseY = results[0].pose.nose.y;
    console.log("noseX = " + noseX + ", noseY = " + noseY);
  }
}
```

```
function setup() {
  canvas = createCanvas(1240, 336);
  canvas.parent('canvas');

  instializeInSetup(mario);

  video = createCapture(VIDEO);
  video.size(800, 400);
  video.parent('game_console');

  poseNet = ml5.poseNet(video, modelLoaded);
  poseNet.on('pose', gotPoses);
}

function modelLoaded() {
  console.log('Model Loaded!');
}

function gotPoses(results)
{
  if(results.length > 0)
  {
    noseX = results[0].pose.nose.x;
    noseY = results[0].pose.nose.y;
    console.log("noseX = " + noseX + ", noseY = " + noseY);
  }
}
```

3. Changes in getResult() function

- Remove code for consoling noseX and noseY

```
function gotPoses(results)
{
  if(results.length > 0)
  {
    noseX = results[0].pose.nose.x;
    noseY = results[0].pose.nose.y;
  }
}
```

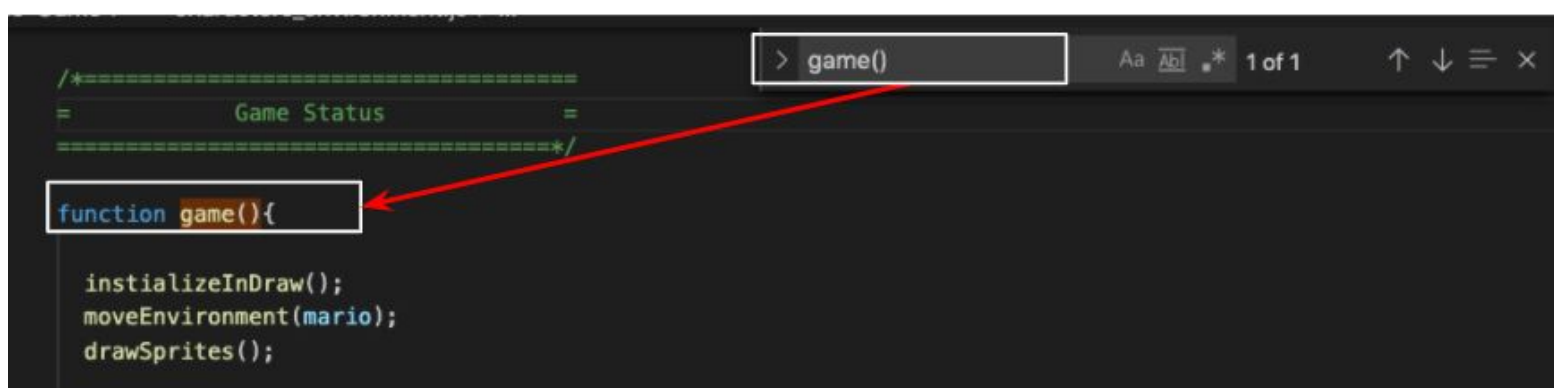
- Add code for consoling the results array getting from posenet modal

```
function gotPoses(results)
{
  if(results.length > 0)
  {
    console.log(results);
    noseX = results[0].pose.nose.x;
    noseY = results[0].pose.nose.y;
  }
}
```

Add code in [characters_environment.js](#) file

1. Search “game()” function

- Mac users - command + F
- Windows user - ctrl + F



2. Define noseX and noseY variables inside [characters_environment.js](#) file

```
noseX = "";
noseY = "";

function game(){
```

3. Add code for consoling noseX and noseY inside game() function

```
noseX = "";
noseY = "";

function game(){
  console.log("noseX = " + noseX + " ,noseY = " + noseY);
}
```

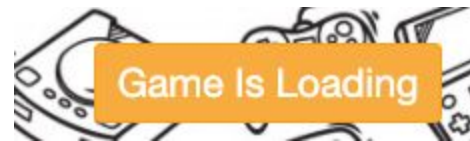
4. Define a variable to hold the status of the game

```
noseX = "";
noseY = "";
GameStatus = "";

function game(){
  console.log("noseX = " + noseX + " ,noseY = " + noseY);
}
```

5. Code for startGame() function


```
noseX = "";  
noseY = "";  
GameStatus = "";  
  
function startGame()  
{  
  GameStatus = "start";  
  document.getElementById("status").innerHTML = "Game Is Loading";  
}  
  
function game(){
```



When the button is click play button the HTML will look like this -