

Meeting 3 - 21.10.25

Progress Report

- Started to use github for planning (in the form of issues)
- OpenCV and Mediapipe support
- Thought about what motions we would need
- GUI with toggles to enable features
 - Also has an indicator for the detected gesture
- **We can interact with the video game with a simple hand motion**



What still needs to be done

- Currently we only calculate if a motion is being performed, we now need an ai model that takes in all of our bones and guesses a motion
 - We need to implement every single motion

This is our program

