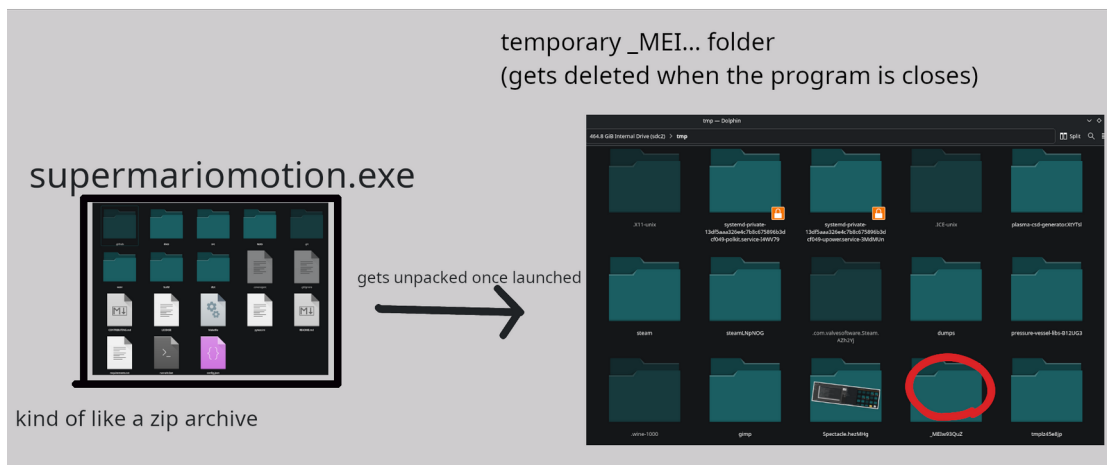


Meeting 9 – 02.12.25

Progress Report

- Pytest is now integrated into **GitHub Actions**
- **Collected a lot of training data** from multiple different people
- Finished our input module, by **adding the last pose to button mapping**
- **Improved performance** by removing duplicate resource intensive tasks
- Wrote **docstrings** for each functions, that can be **generated into a docs webpage** using Sphinx
- Restructured our project that **PyInstaller** could be used to build a standalone **executable file** on Windows, macOS and Linux
- Our **program now has a json config**, it gets created if it doesn't exist and stores data that can be kept between different sessions of the program
- Extended the way we parse inputs by allowing **multiple control schemes**, that can be selected via a dropdown menu
- It is now possible to **play the game by launching an external website** containing the game
- **Added an app icon** that displays in the top left of our UI and taskbar



Whats next?

Almost all functionality of our application is already complete. It now comes down to making sure we find all bugs and make the user experience as good as possible.

- Extend our test suite to reach maximum code coverage
- Collect more data
- Add to help page and README because they have been become outdated in just two weeks
 - After that we can introduce friends to the program and identify UX (User Experience) issues
- Fix bugs listed on the GitHub Issues tab