

Meeting 7 – 18.11.25

Progress Report

This week changes once again mostly happened on the backend. We worked on:

- GUI now starts in the middle of our screen on Windows and macOS systems
- Fixed the collect mode of our Application to now work on Windows and Linux without any issues. Also added a “Stop”-Button to cancel out early
- **Changed folder structure** of our project to follow standards
- **Redrew old and drew missing symbols** representing all possible poses (not yet implemented in the application)
- **Started using pytest** to test our code (goal being that they are implemented in GitHub Actions and ran on every PR before merging)
- **Refactored almost every module** according to the PEP 8 Python Style Guide to make sure our code will be maintainable and readable for the next few months (and hopefully years)
- **Two big milestones:**
 - **the game is now playable in full-body mode!**
 - **The pose detection logic in simple-mode is finished**



What's next?

- **Have a “Help” or “?” button in our application** to explain the user which body gestures represent which action in game
 - either through a new window or it just opens up a PDF in the preferred browser of the user (easier)
- **Rewrite our input module** to be more generic, with the intention to be easily modified to support more than just Super Mario Bros. 1.
 - Add the 3 missing poses (throwing, swimming, crouching)
- After input has been updated, **display what buttons are being sent to the game**
- **Fix bugs** listed on the GitHub Issues tab