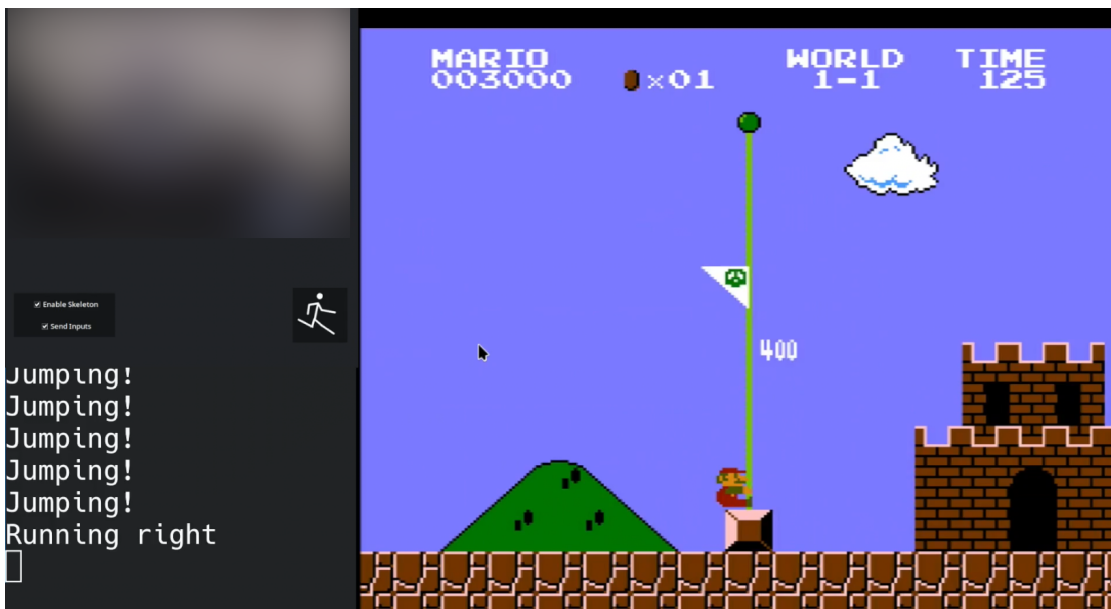


Meeting 4 – 28.10.25

Progress Report

- the first level, World 1-1 of Super Mario Bros., can now be beaten with just our body!!
 - that means that walking/running left and right and jumping works
 - fine-tuning the inputs so that it feels intuitive for the player took a long time. For example, when the player goes from walking to standing that our program sends inputs in the opposite direction to get mario lose momentum and stop more quickly. Many such considerations had to be taken.
- an issue occurred where the one thread of our program would not terminate correctly on one machine while doing so on another
 - we are currently still working on fixing this problem



Whats next?

- Pose recognition for a user sitting at their desk works, after finishing up and adding the remaining poses, we will look into full body motion prediction. We are already looking into scikitlearn
<https://scikit-learn.org/stable/modules/generated/sklearn.ensemble.RandomForestClassifier.html>
- We want to make our user interface display more information that makes it easier for us to track debug information, instead of looking at the terminal
 - A visual indicator of a virtual gamepad to display what inputs are being sent is also planned, the buttons will be highlighted if they are being pressed

