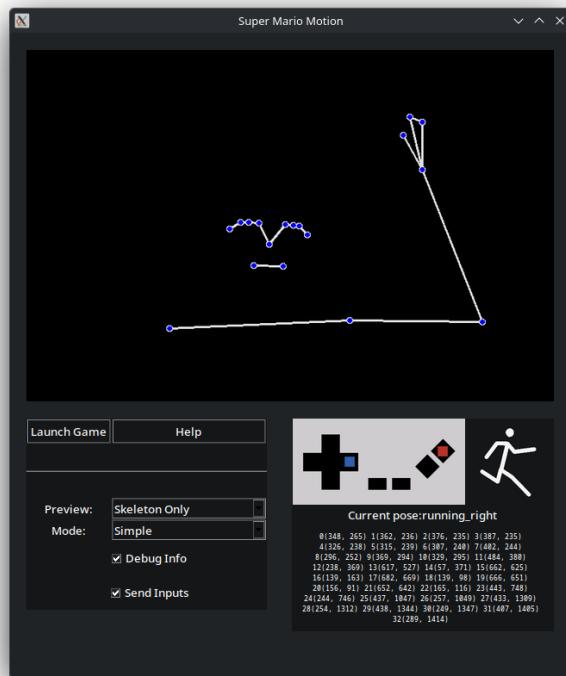


Meeting 8 – 25.11.25

Progress Report

- Pytest is now implemented in our project
 - Started developing **more tests**
- **Refactored code** to adhere to PEP 8 style guide
- Added a **batch file** to comfortably start the program from outside of the terminal / IDE
- We can now press a button in our app to start the game
- Created a **help page** directed at users to learn how to use the application, can be opened from within the app
- The **virtual gamepad now displays the currently pressed inputs**
- Made it easier to sort collected data, also started collecting good permanent data, our goal is that we can ship the application with a working pre trained model



What's next?

- Our input module is only missing one pose to input mapping and then the input module will be complete.
- Find ways to **easily distribute our program** across Windows, macOS and Linux. The goal is to make it easy for the average user to install and run.
- Extract information, that is currently hardcoded into the program and put it in a **settings/config file**, for example key bindings and filepaths
- Write **more tests** and try to **integrate it into GitHub Actions**
- Collect training data from different people