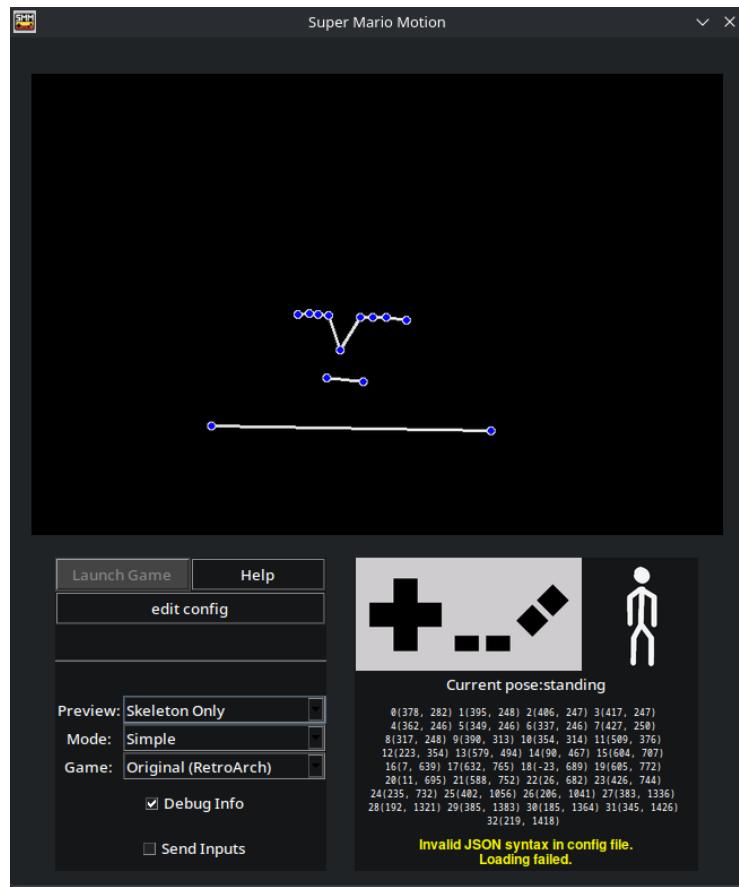


# Meeting 11 – 16.12.25

## Progress Report

- Got others to test the application and got some valuable feedback
  - Took notes of all bugs and issues
- Readme and help page now includes more information, making it easier for others to set up the project
- We looked into ways to have a better model.
  - In the end we stuck to our solution using SVM because it quickly detects our motions
- Added a warning inside of the program, if the config is invalid
- Made our pose recognition logic better, by deciding the pose based on a majority vote and other performance related enhancements
- Fixed an issue where the program would not send keystrokes correctly on windows with certain keyboard layouts



## Whats next?

- Since we had to discard most of our training data, we have collect more
- Get more feedback from others
- Find sweet spot between accuracy and in game delay