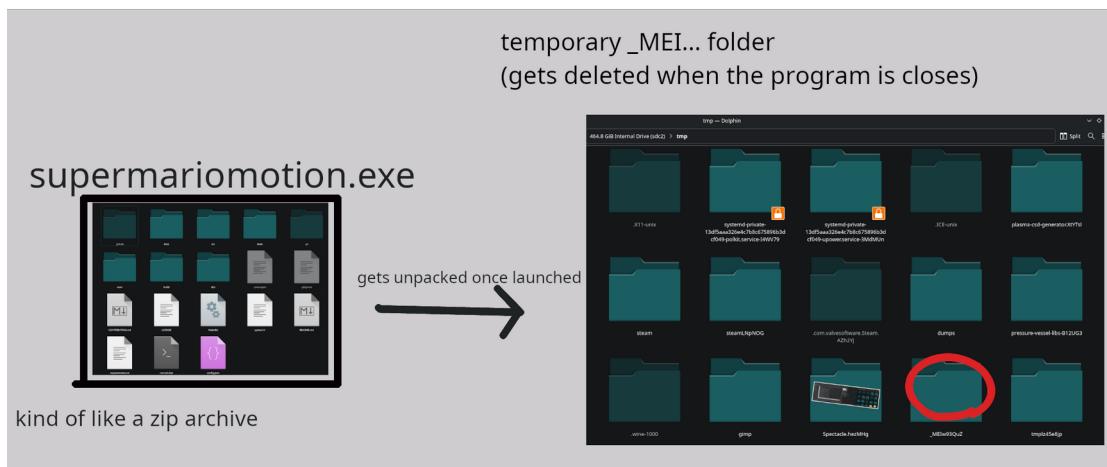


# Meeting 9 – 02.12.25

## 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



## What's 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- Add to help page and README because they have become outdated in just two weeks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