

Mimic Me report

1. Display Feature Points

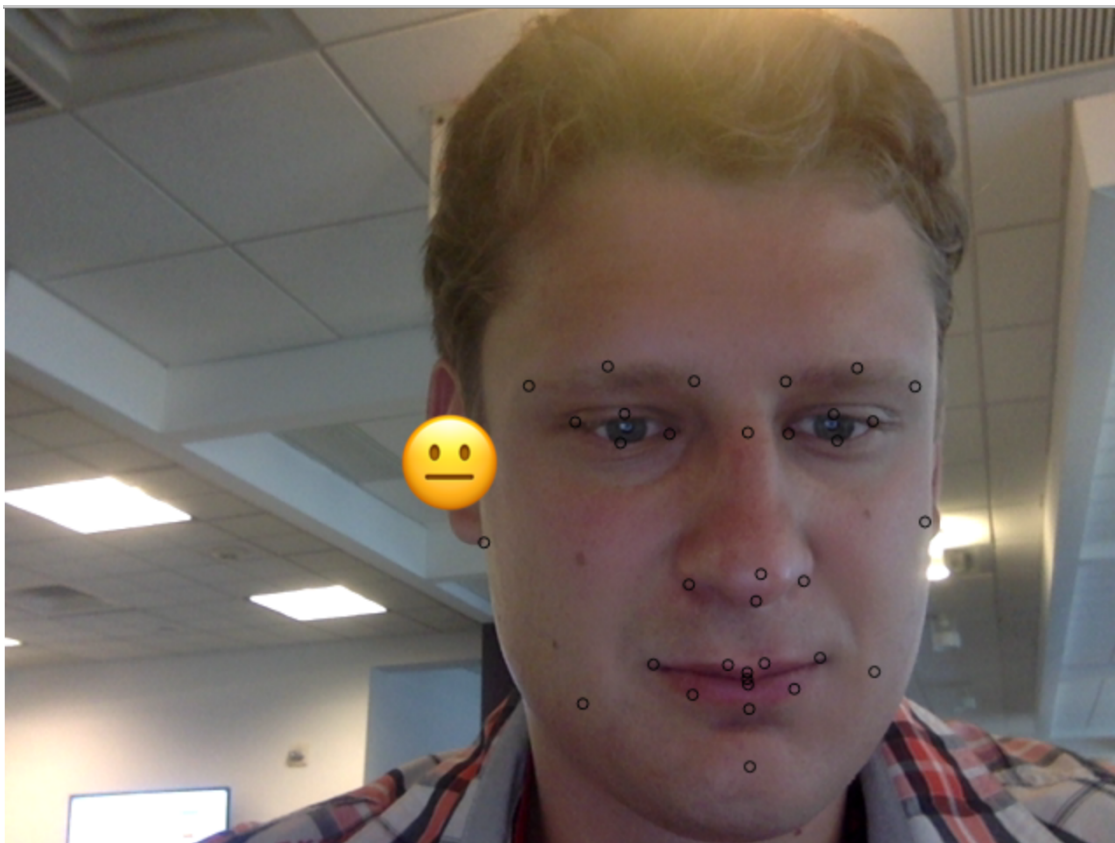
Stroke style has been added and the main implementation for drawing a point:

```
function drawFeaturePoints(canvas, img, face) {  
  ...  
  ctx.beginPath();  
  ctx.arc(featurePoint.x, featurePoint.y, 2, 0, 2 * Math.PI);  
  ctx.stroke();  
  ...  
}
```

2. Show Dominant Emoji

Selected styles and added printing of emoji to a position, binded to an ear point:

```
//select emoji coordinates relatively to a face feature point (ear)  
feature_point = face.featurePoints[0];  
face_emoji_x = feature_point.x - 50;  
face_emoji_y = feature_point.y - 20;  
ctx.fillText(face.emojis.dominantEmoji, face_emoji_x, face_emoji_y);
```



3. Implement Mimic Me!

First, on start or reset, we initialize the game state with the right amount and the total amount of emojis equal 0 and non-started epoch:

```
function restart() {
    right_face_total = 0;
    initEpoch();
    setScore(right_face_total, emoji_total);
}

function initEpoch() {
    emoji_total = 0;
    epoch_start = -1;
    initTargetEmoji();
}
```

Main modifications has been done to *onImageResultsSuccess* method

First of them - related to a timeout to mimic one emoji:

If we wasn't able to mimic an emoji for a constant *timeout* seconds - we loose and switch to a next one:

```
detector.addEventListener("onImageResultsSuccess", function(faces, image, t
    //init epoch during first capture of the face
    if (epoch_start == -1) {
        epoch_start = timestamp;
    }

    if (timestamp - epoch_start > timeout) {
        nextEpoch(timestamp);
        setScore(right_face_total, emoji_total);
        return;
    }
    ...
}

function nextEpoch(epoch_start_timestamp) {
    emoji_total += 1;
    epoch_start = epoch_start_timestamp;
    initTargetEmoji();
}

function initTargetEmoji() {
    target_emoji = randomEmojiCode()
    setTargetEmoji(target_emoji);
}

function randomEmojiCode() {
```

```
    return emojis[Math.floor(Math.random() * emojis.length)];  
  }  
}
```

The second addition related to updating score and playing a sound if we win the current emoji

```
detector.addEventListener("onImageResultsSuccess", function(faces, image, time:  
  ...  
  const current_emoji = toUnicode(faces[0].emojis.dominantEmoji);  
  if (current_emoji == target_emoji) {  
    correctFace();  
    playSound();  
    nextEpoch(timestamp);  
    setScore(right_face_total, emoji_total);  
  }  
  
  function correctFace() {  
    right_face_total += 1;  
  }  
  
  var playSound = (function beep() {  
    var snd = new Audio(...);  
    return function() {  
      snd.play();  
    }  
  })();
```

Mimic Me!



Score: 1 / 3