Introduction of final project

When number of markers = 0, keep detecting.

When number of markers = 1, show an archer.

When number of markers = 2, show an archer and target(box). Archer shots the target.

When number of markers > 3,

If MANUAL=true, show an archer, target(box) and trigger(sphere). When distance between archer and trigger < 0.1, then archer shots.

If MANUAL=false, show an archer and target(box). Archer moves to the marker which is the closest to the target. Then archer shots.