

Team 5

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Problem statement:

Video games have been quite the same since the last 30 years and no major innovation has been brought in the industry, also there are quite a few problems with this that people tend to sit at a single place and become unhealthy and anti-social.

Increased rough usage of electronic gadgets such as touch pads, consoles, keyboards, mouse and other gaming accessories has led to their damage.

Solution:

Playing video games by imitating the actions to be done by the character in the video game can be a good exercise. It also reduces the risk of damaging the devices.

Milestone 1:

Motion detection using Computer Vision (OpenCV used).

Milestone 2:

Using Motion Detection to play games.