

# Controlling Subway Surfers Game with Pose Detection using Mediapipe and Python

Subway surfers who might not heard about it because it is one of the best endless runner games which changed the whole offline gaming market.

*Subway Surfers* is an endless runner mobile game co-developed by Kiloo and SYBO Games, private companies based in Denmark. In the normal version of this game, we will be playing with our finger tips sitting somewhere around the corner but now it's time to get some change in this Game

We will actually be using our body pose to control the game, not keyboard controls, the entire application will work in real-time on your CPU, you don't even need a depth camera or a Kinect, your webcam will suffice.

## How will this Work?

So, this game is about a character running from a policeman dodging different hurdles by *jumping*, *crouching*, and moving *left* and *right*. So we will need to worry about four controls that are normally controlled using a keyboard.

- **Up arrow** key to make the character jump
- **Down arrow** key to make the character crouch
- **Left arrow** key to move the character to left
- **Right arrow** key to move the character to right

Using the **Pyautogui** library, we will automatically trigger the required keypress events, depending upon the body movement of the person that we'll capture using **Mediapipe's Pose Detection** model.

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I want the game's character to:

- Jump whenever the person controlling the character jumps.
- Crouch whenever the person controlling the character crouches.
- Move left whenever the person controlling the character moves to the left side of the screen.
- Move right whenever the person controlling the character moves to the right on the screen.