**Project Proposal Format**

**Note: Please provide proper information. Do not add unused and wrong information. Do not make it to lengthy.**

**Part A: General Information**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name of Member-1 | Vaibhav Bhawalkar | Name of Member-2 | Udit Sen | Name of Member-3 | | Vinay Yadav |
| Contact Number | 8770241181 | Contact Number | 9826942288 | Contact Number | | 8871963211 |
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| Department | CSE | Department | CSE | Department | | CSE |
| Signature |  | Signature |  | Signature | |  |
| **Guide Choices (Max 3) with reason** | | | | | | |
| **Name of Guide (Capital Letter)** | | | | | **Reason** | |
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| **Fill By the Project Coordinator** |
| Name of Guide Approved for the Project: |
| Name of Coordinator: |
| Signature of Coordinator: |

**Part B: Project Synopsis**

1. Title of the Project : **HOVER Games**
2. Abstract : **A hand gesture controlled gaming webapp**
3. Introduction :
4. Review of Existing Literature :
5. Objective : **to make some indi games a tad bit more interactive.**
6. Methodology :
7. Expected Outcomes : **users / gamer will get satisfaction of playing games using a more intuitive and interactive manner as opposed to pressing keys on a hardware device.they may very will experience more joy.**
8. Targeted Audience : Gamer **who are bored of the traditional joystick and keyboard-mouse gaming**
9. References: **( https://scholar.google.co.in/scholar?q=hand+gesture+recognition+research+papers&hl=en&as\_sdt=0&as\_vis=1&oi=scholart) esslink pe thod apadh raha me aabhi**

**Part C: Details of Technologies (Use Number Format)**

1. **Programming Languages**

* HTML5
* CSS3
* JavaScript (*ES8*)
* Python *3.7.2*

1. **Front-End Libraries**
   * React.JS (*16.8*)
2. **Back-End Framework**
   * Flask (*1.0.2*)
3. **Database Management System**
   * MongoDB (*4.0*)
4. **Deployment Cloud**
   * Heroku (*PaaS*) **ki netlify (esse padhe tab eek bar research kr k final kar lena ki konsa easy h)**