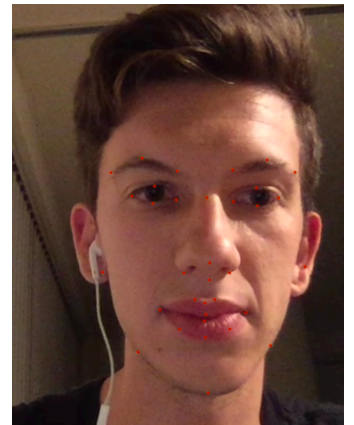


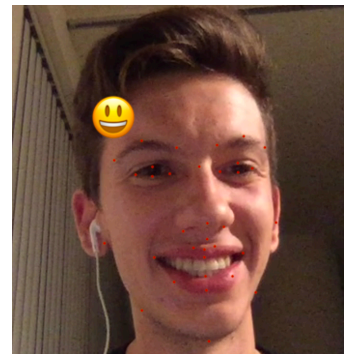
Display feature points

Added red filled-in dots of width 1px to detect the main features of the face detected by the Affectiva API. This was done by looping through all the face features returned by the API, and plotting the x,y points for each feature as an arc.



Display dominant emoji

This was done by anchoring to a specific feature point, in this case 5, and adding a 25px margin to both the x and y axes of that feature point's x and y points respectively. The dominant emoji reported by the Affectiva API is displayed on the image using the fillText() method.



Move emoji with face.

As the emoji is anchored to one of the feature points, we are guaranteed to have the emoji move with the face as the user moves his/her face around the webcam.

Show random emoji to mimic.

A random emoji is selected by randomly selecting an element from the emojis list using the Math.random() and Math.floor() functions.

Match with current player expression

This is done by checking if the current face dominant emoji is equal to the target emoji, if it is, then we increment the score and show a new emoji.

Reset and shows a new emoji:

Similarly, if we reset the game, we generate a new random emoji and reset the score back to 0.

Mimic Me!



Mimic Me!



Score: 3 / 3

Mimic Me!



Score: 0 / 0