



Hand Gesture Control Game

INTERNSHIP ROAD MAP

On

HAND GESTURE CONTROL GAME

Submitted by:

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❖ Weeks 1-2: Project Planning and Research

1. Define Game Concept:

- Clearly outline the game concept and mechanics that will be controlled by hand gestures.
- Immerse yourself in a new dimension of gaming with our hand gesture-controlled game, where your movements shape the action in real-time

2. Technology Decide:

Frontend : HTML, CSS, Java Script

Frame Work : Django

Backend : Python and Some Libraries

- Choose the technology stack and hardware for hand gesture recognition.
- Explore existing libraries for gesture recognition.

3. Team Roles and Responsibilities:

- Our Team Decided and Assign roles and responsibilities to each team members.
- Define milestones and deliverables for each week.

Team Role

Name	Role
Aditya Jain	FRONTEND & Connectivity
Ananya Budhauiliya	BACKEND
Anupreksha Shukla	FRONTEND & Connectivity
Shashank Singh	BACKEND



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❖ Weeks 3-4: Prototyping and Gesture Recognition

1. Basic Game Prototype:

- Develop a simple prototype of the game without hand gesture controls to test core mechanics.

2. Gesture Recognition Implementation:

- Integrate the chosen gesture recognition technology into our game.
- Test and refine gesture controls to ensure accuracy and responsiveness.

❖ Weeks 5-6: Core Gameplay Development

1. Implement Core Gameplay Mechanics:

- Begin implementing the core features and mechanics of the game.
- Focus on user interactions and integrate hand gestures into gameplay.

2. User Interface (UI) Design:

- Design and implement the user interface elements.
- Ensure that the UI is intuitive and complements the hand gesture controls.

Weeks 7-8: Iterative Development and Testing

1. Iterative Development:

- Continuously refine and improve the game based on user feedback and internal testing.
- Address any issues with gesture recognition, gameplay mechanics, and user experience.

2. Quality Assurance (QA):

- Conduct thorough testing to identify and fix bugs.
- Perform playtesting with a variety of users to gather feedback.



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Weeks 9-10: Polish and Finalization

1. Optimization:

- Optimize the game for performance on different devices.

2. Documentation:

- Create documentation for the game, including a user manual and troubleshooting guide.

3. Final Testing:

- Conduct final testing to catch any remaining issues.
- Ensure that the hand gesture controls are reliable and provide a satisfying user experience.

5. Release:

- Publish the game on the chosen platform(s).
- Monitor user feedback and address any post-release issues promptly.

Our Team Know that Regular communication and flexibility are key to successfully completing a project of this nature within the given timeframe.