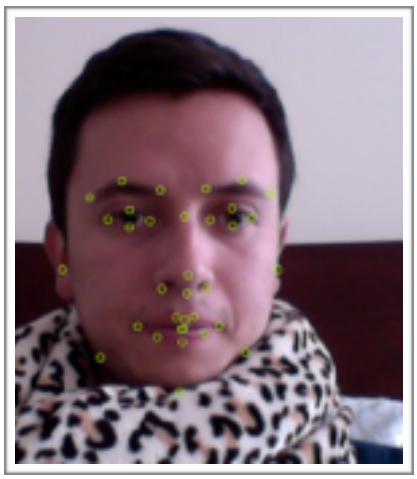
Report

Application displays feature points as they are tracked on a face

To implement the feature points functionality I used:

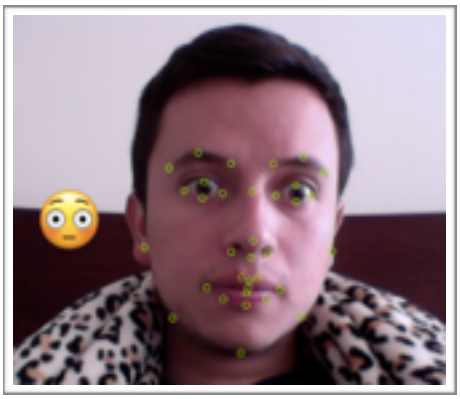
- canvas.getContext('2d'): This is to set a canvas to draw the points.
- ctx.fillStyle: Definite the color of the fill of the points.
- ctx.strokeStyle: Definite the color of the stroke of the points.
- face.featurePoints[id]: This are all the face points that affectiva's API captures and they have the coordinates of each one to draw the points in the canvas.



Application displays the dominant emoji being expressed

To implement the dominant emoji functionality I used:

- canvas.getContext('2d'): This is to set a canvas to draw the points.
- ctx.fillText(face.emojis.dominantEmoji,face.featurePoints[0].x-100,face.featurePoints[0].y); I used ctx.fillText to draw the emoji. Also I used face.featurePoints to get a point of reference to draw the emoji near to the face.



Basics of the Game

It is a 2 player game. The duration of the game is 30 seconds in total. Each player has a turn to try to mimic an emoji and they know that it is their turn because the "Score" is highlighted by having bigger and bold font letters. For example, it is the turn of player 1 if "Score P1: " has bigger letters that "Score P2:". The turn of each player ends when 5 seconds pass or if they mimic the emoji

successully, whatever happens first. Each time a player mimic the emoji successully earns 1 point. In the “Score” the numerator is the number of succesfully imitated emojis and the denominator is the numbers of rounds or turn played by each player. The player with the most points wins.