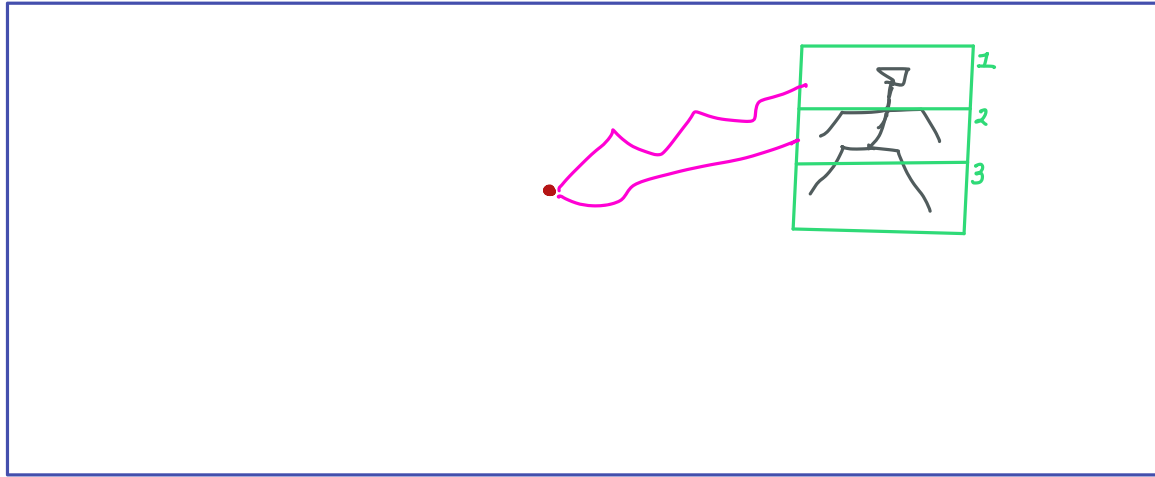


driver AI control mouse. ✓



- ① Use ML to train and Recognize Players hitbox.
- ② Split the hitbox into 3 parts
 - 1 shot kill headshot
 - 2 shot kill body shot
 - 3 shot kill arms & legs.
- ③ get the hit box position relative to the screen [x-dim, y-dim]
Coordinates.
- ④ move the mouse to the coordinates and fire

Run this multiple times and
I can also use twitch/youtube vids

to train to get more human like movements]

⑤ Notes:-

Training models :- Faster-CNN, YOLO,
R-CNN,
[pre-trained coco
model
and then add more
game training]

Hit boxes can also be heatmaps
[will need offset to
align]

Mediapipe BlazePose [33 points