

Project Plan

Project Description

The name of my project is **Magic Axolotl Academy**. It is a spell casting game where users use different hand movements to cast various spells. Enemies can be defeated by performing the correct order of spells. The main character is Kimchee the Axolotl. The main enemies are smog monsters because the biggest threat to axolotls are urbanization and pollution, threatening their environment. The idea for the game is based on the 2016 and 2020 Google Doodle called Magic Cat Academy (<https://www.google.com/doodles/halloween-2020>).

Structural Plan

In order to collect input from the user, I will write a function to retrieve the x and y coordinates of each hand. A second function will be used to store coordinates over time and save to a text file. A separate program will use the text files to train a machine learning model to recognize several hand gestures. Separate files for the ml model and data scaler will also need to be stored. A function in the game program will then use the trained model to detect gestures in the game and update the game accordingly (e.g. enemies will take damage). The enemies and axolotl player will both be structured as a class with several important properties. Enemies will have a health, speed, size, color, gesture list, and x, y location. The player will have a health, size, color, and x,y location. Both will need methods to take damage and move. The enemy gesture list dictates what gestures are needed to defeat that enemy. An enemy moving function will run in appStarted to update the location of the enemies as they try to reach the player. I also plan to have multiple levels in the game with increasing difficulty.

Algorithmic Plan

Hand Detection: To detect the player's hand, I will use OpenCV. To make things easier, I will wear blue gloves that stand out from the background. I will filter the image for the proper color and use the contour area to filter out background noise. I will ignore nested contours and use contour segment compression to simplify the tracking and make sure everything runs smoothly.

Gesture Recognition: A difficult part of the project is recognizing the gestures accurately. For this, I plan to collect a set of x and y coordinates from the center of the hand. I will then take pairs of two points and compute the slope of a line between them. The list of slopes alongside the gesture they represent will then be used to train a neural network that can recognize these

gestures. I will normalize the input (list of slopes) using a scaler to prevent improper weighting of variables.

Map Generation and Path Planning (After MVP): For the map generation, I will randomize the number of walls, the length of the walls, the direction of the walls, and the location of the walls. This will place random walls in the game that the enemies cannot cross through. To find the shortest path to the player, I will employ Dijkstra's algorithm. Dijkstra's works by keeping track of a weighted graph of distances between nodes. A dictionary will be stored with the total distance between each node and the start node and a set will keep track of the nodes that have not been explored. It will then recursively pick nodes with the minimum distance and update the visited notes set as well as the distance from each of its neighbors if it has found a shorter path.

Version Control Plan

I am using GitHub for version control. Below is a picture of the repository.

The screenshot shows a GitHub repository page for 'arvindseshan / Magic-Axolotl-Academy'. The repository is private and has 1 branch and 0 tags. The main branch is selected. The repository contains 14 files, all added via upload. The files are: README.md, TermProjectGame.py, TermProjectTest.py, TermProjectTrainer.py, axolotlHat.png, axolotlSprite.png, circle.txt, cmu_112_graphics.py, downCarrot.txt, gestureRecognizer.h5, horizontalLine.txt, scaler.pkl, and verticalLine.txt. The README.md file is highlighted. The repository has 2 commits. The right sidebar shows the 'About' section with no description, website, or topics provided. The 'Releases' section shows no releases published. The 'Packages' section shows no packages published.

File Name	Commit Message	Commit Time
README.md	Initial commit	1 hour ago
TermProjectGame.py	Add files via upload	1 minute ago
TermProjectTest.py	Add files via upload	1 minute ago
TermProjectTrainer.py	Add files via upload	1 minute ago
axolotlHat.png	Add files via upload	1 minute ago
axolotlSprite.png	Add files via upload	1 minute ago
circle.txt	Add files via upload	1 minute ago
cmu_112_graphics.py	Add files via upload	1 minute ago
downCarrot.txt	Add files via upload	1 minute ago
gestureRecognizer.h5	Add files via upload	1 minute ago
horizontalLine.txt	Add files via upload	1 minute ago
scaler.pkl	Add files via upload	1 minute ago
verticalLine.txt	Add files via upload	1 minute ago

README.md

Magic-Axolotl-Academy