



MAGIC QUEST

P101 - Group 4

Cesc Bausà Bosom

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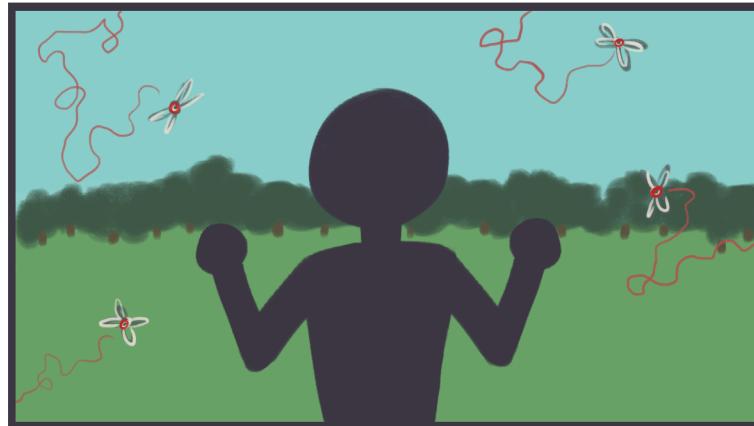
Maria Elena Budan

Magic Quest

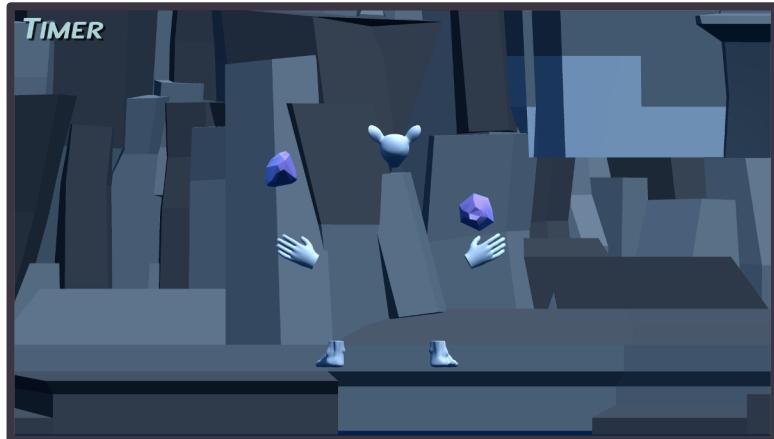
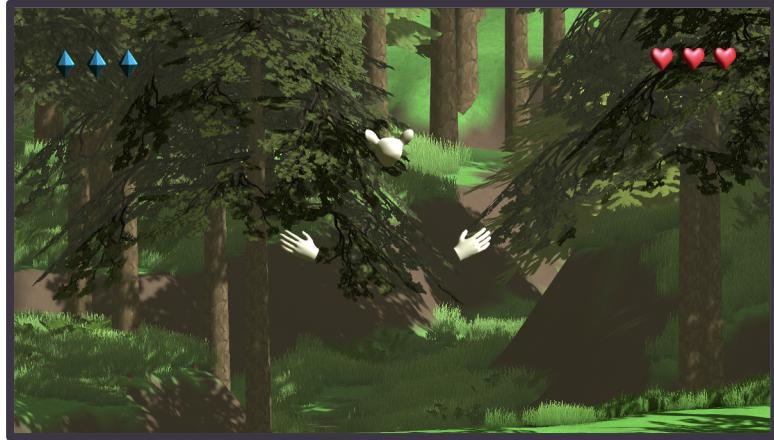
- Adventure video game
 - Composed of two minigames
 - Collect diamonds
 - Climb mountain
- Self-descriptive
- Uses **poseNet** interaction system
- **Objective** of the game:
 - Obtain the flower at the top of the mountain and the diamonds of the forest.



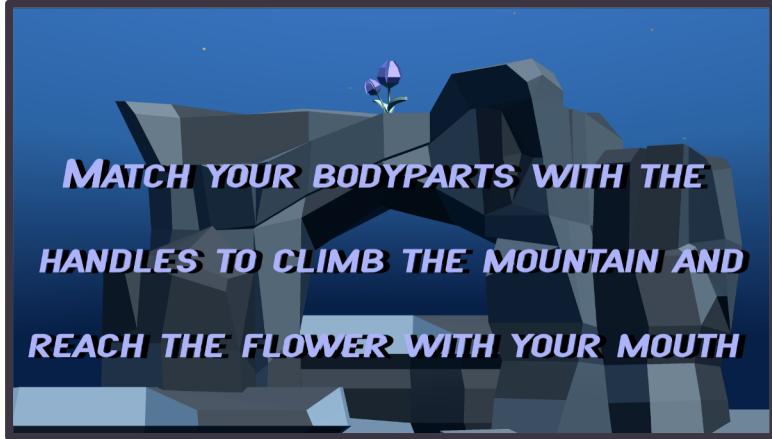
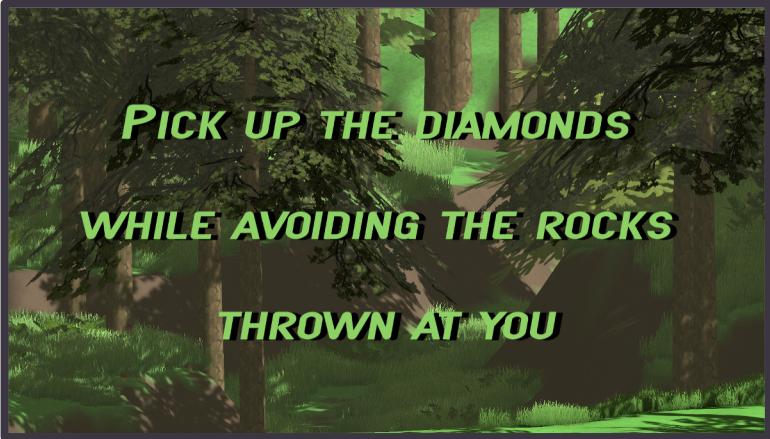
REMINDER OF STORYBOARD



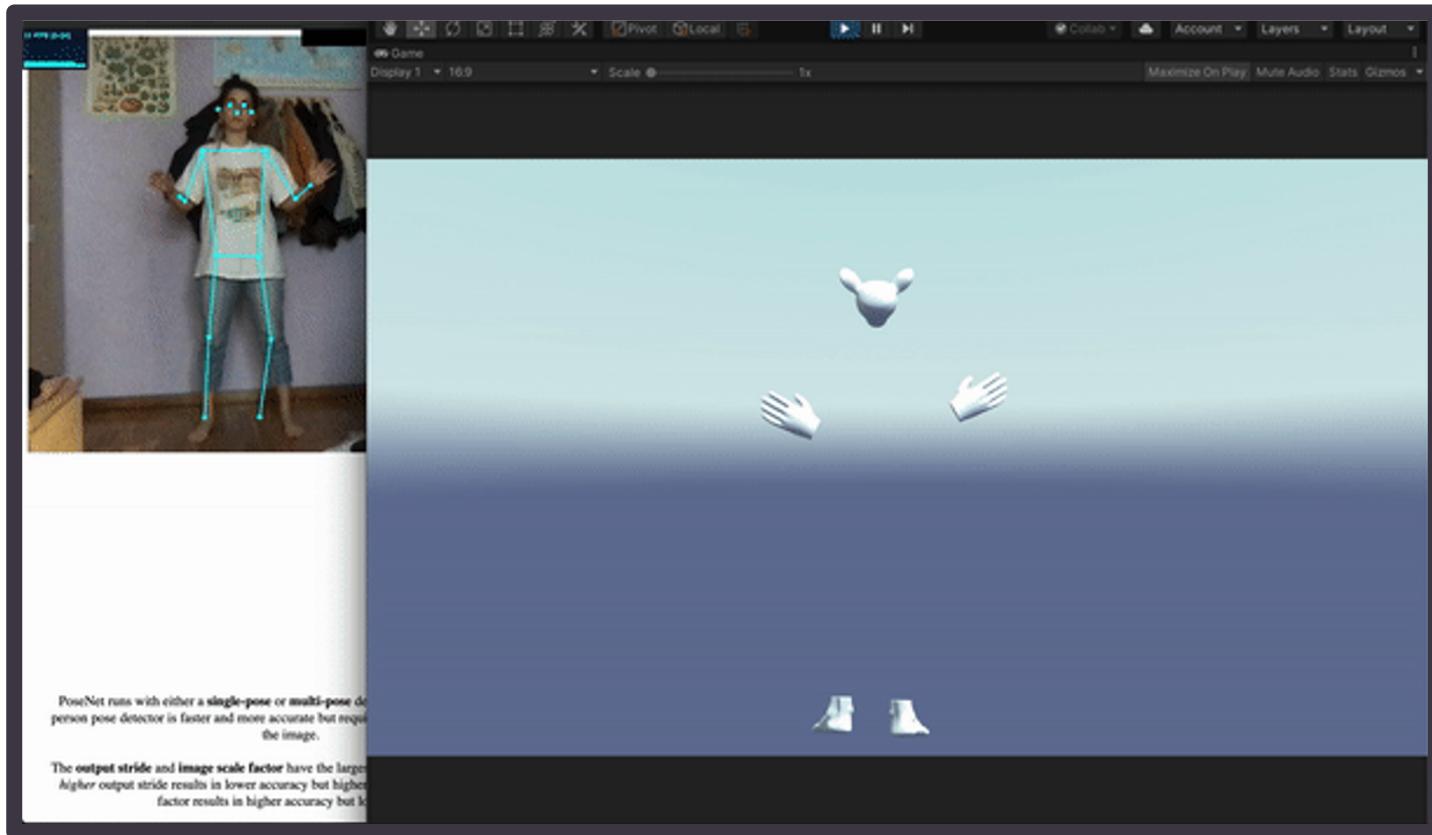
ACTUAL GAME



ACTUAL GAME



MAPPINGS



INTERACTIONS

Diamonds



+ Hand → Collect diamond

+ Head → Lose diamond

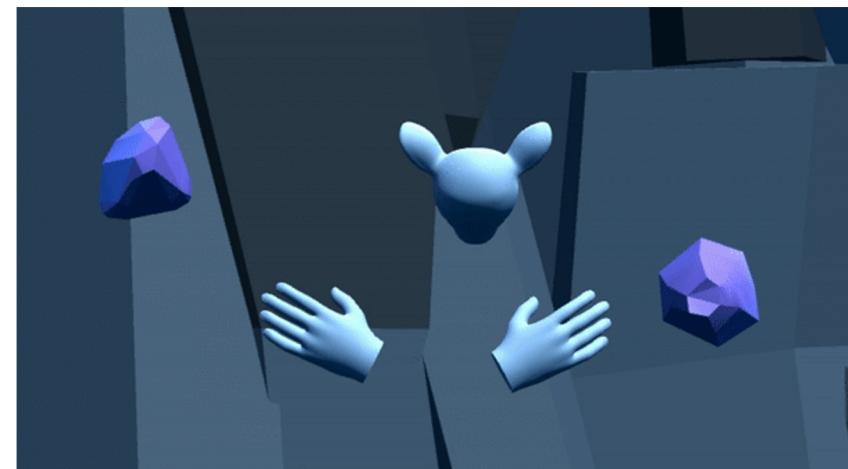
+ Hand → Lose diamond

+ Head → Lose life

Mountain



+ Head → Win game



Demo

DEMO 1: Full game

Full game recording.

Attached file: full_game.mp4

DEMO 2: Lose diamonds

Possible scenario: losing all three lives
of the first minigame

Attached file: lose_diamonds.mp4

DEMO 3: Lose mountain

Possible scenario: running out of time
in the second minigame

Attached file: lose_mountain.mp4



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Magic Quest

DOSSIER_ESPECIA
L_2020_v5

...s/P3/posenetosc-master — open + node /usr/local/Cellar/yarn/1.22.4/libexec/bin/yar...

Last login

The default

To update

For more d

berta:pose

yarn run v

\$ cross-en

Server run

'+ Built

^C

hertat:pose

22 FPS (0-24)

lo



PoseNet runs with either a **single-pose** or **multi-pose** detection algorithm. The single person pose detector is faster and more accurate but requires only one subject present in the image.

The **output stride** and **image scale factor** have the largest effects on accuracy/speed. A *higher* output stride results in lower accuracy but higher speed. A *higher* image scale factor results in higher accuracy but lower speed.





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...s/P3/posenetosc-master — open + node /usr/local/Cellar/yarn/1.22.4/libexec/bin/yar...
...s/P3/posenetosc-master — node bridge.js ...lar/yarn/1.22.4/libexec/bin/yarn.js watch | +

Last login: Sun Jun 14 19:48:49 on ttys000
The default interactive shell is now zsh.
To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit
berta:posenetosc-master\$ yarn
yarn run v1.22.4
\$ cross-env NODE_ENV=development
Server running at <http://localhost:3001>.
+ Built in 1.75s.
^C
berta:posenetosc-master\$ ^[[A

localhost Open Controls 9 FPS (0-25)

PICK UP THE DIAMONDS
WHILE AVOIDING THE ROCKS
THROWN AT YOU

PoseNet runs with either a **single-pose** or **multi-pose** detection algorithm. The person pose detector is faster and more accurate but requires only one subject per image.

The output stride and image scale factor have the largest effects on accuracy/speed. A higher output stride results in lower accuracy but higher speed. A higher image scale factor results in higher accuracy but lower speed.

DOSSIER_ESPECIA
L_2020_v5



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00:13



PoseNet runs with either a **single-pose** or **multi-pose** detection algorithm. The single-pose person pose detector is faster and more accurate but requires only one subject per frame. The multi-pose detector can handle multiple subjects in the image.

The **output stride** and **image scale factor** have the largest effects on accuracy/speed. A **higher** output stride results in lower accuracy but higher speed. A **higher** image scale factor results in higher accuracy but lower speed.