Task 1: Feature Points

Feature points detected by Affectiva's camera detector are highlighted in open fuschia circles. See lines 160-162 in mimic.js and illustration 1 below.
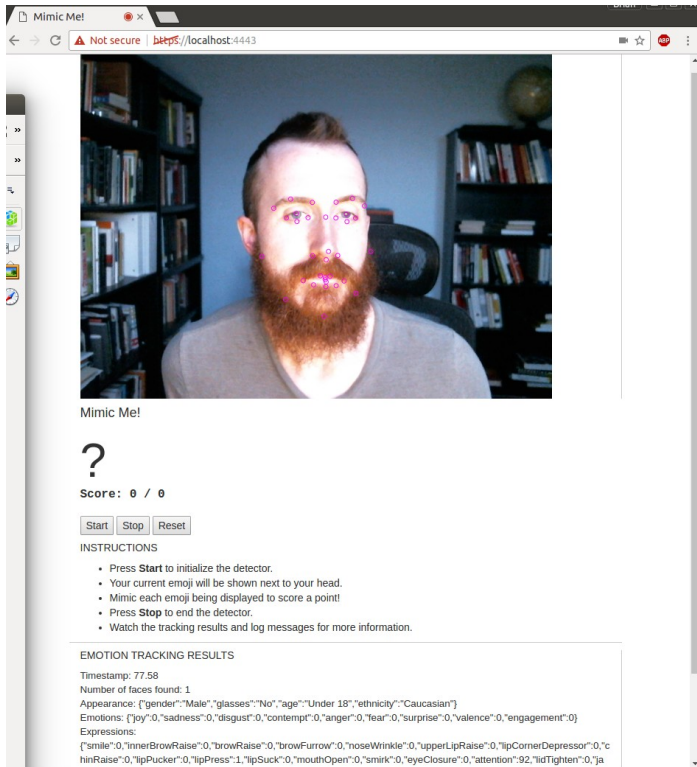

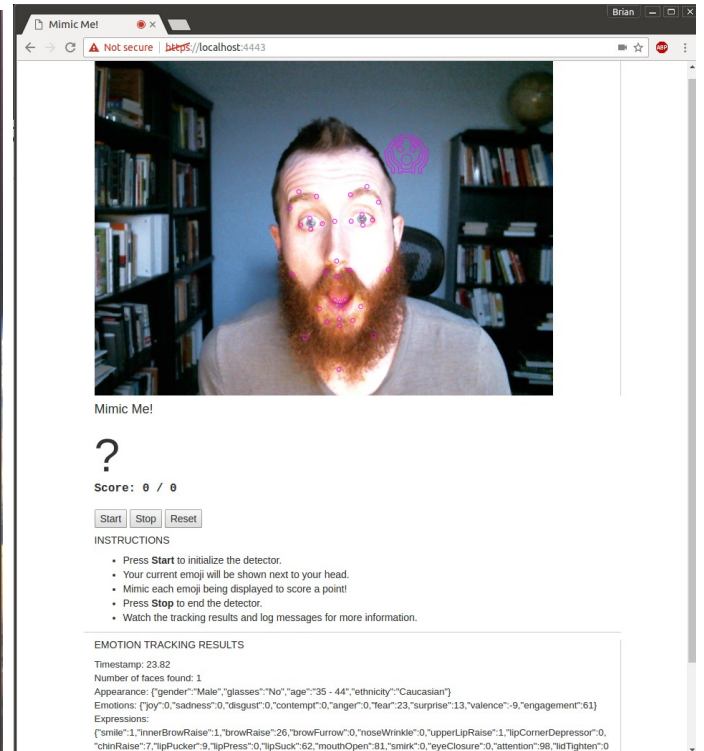*Illustration 1: Screenshot of task 1 implemented, showing feature points on face*

Illustration 2: Screenshot of task 2 implemented, showing the dominant detected emoji for the face, anchored to a feature point and offset for visibility.

Task 2: Dominant Emoji

Dominant emoji detected for the face in the picture is anchored to feature point 9 and offset by a fixed amount in the image. See lines 177-179 in mimic.js and illustration 2.

Task 3: Mimic Game

A "game check" function has been implemented and is called each time the image is successfully analyzed by the detector. Game checking includes checking if the time for the player to mimic the current emoji is expired (currently set at 6 seconds) or if the player has successfully mimiced the current emoji. Game checking also includes a call to see if the end game condition has been met, currently, this means going through 6 game stages. Various helper functions have been implemented and commented to keep the code neat. If the game is reset, the reset function is called which re-initializes the game, and is called once when the game first starts upon initial page loading.
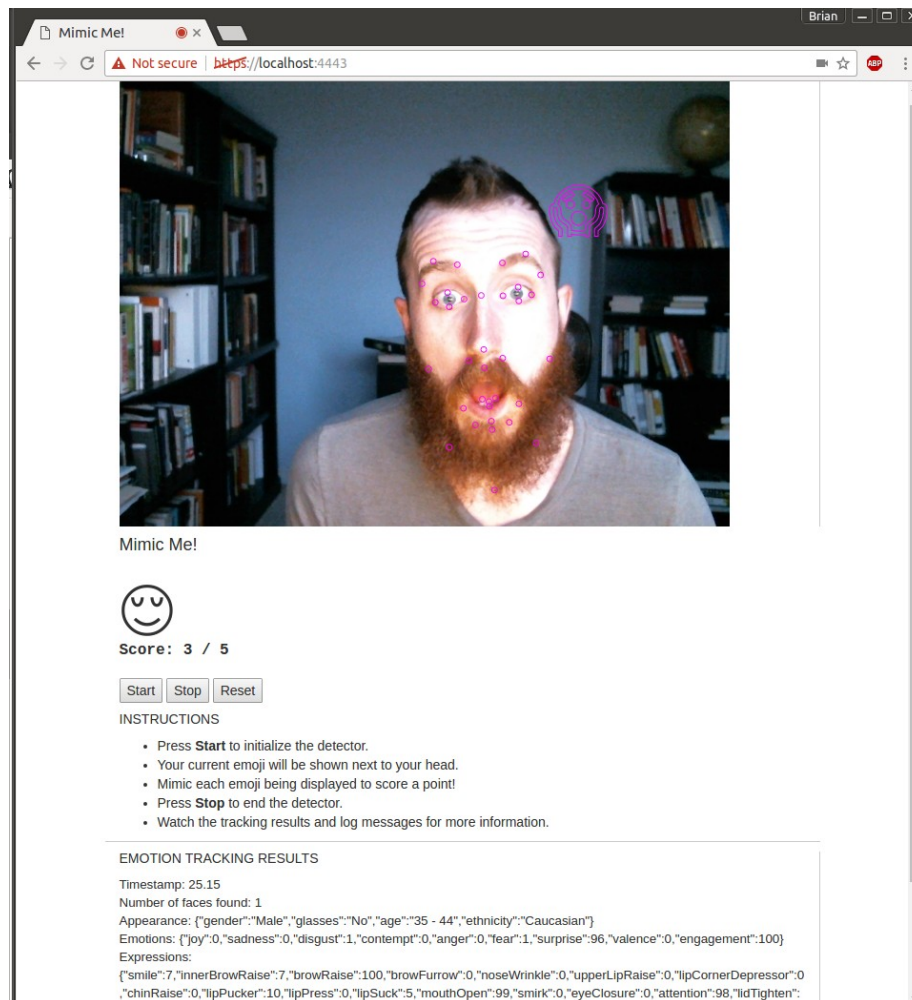
Illustration 3: Screenshot showing the basic game functionality implemented. The current 'target' emoji is shown, along with the player's current score. Target emojis change every 6 seconds, and the player is given 6 tries.