

# CS 1.6 with Hands actions

## Introduction

- This project makes it possible to play the famous video game 'CS1.6' just with the hands. Our goal is to pull alone the most important controls in the game to simplify the actions of the fingers and make the result simple and fun.
- We will only use the movement, shooting and reloading the weapon controls to make the use simple.

## Explanation of finger actions

- First of all, we will use both hands, the right hand for shooting and reloading the weapon, the left hand for movement ( right, left, forward, backward, jump, sit ).
- **Important note :**
  - You must show the right hand in front of the camera before the left hand for the algorithm to work well.
  - Until now, the project is not finished (The player rotation is done by the mouse by another person. In the future, we will assign this task to the left hand such that its movement to the right and to the left makes the player rotate ).

## Right hand



-This position represents pressing 'Enter' so : Shoot the weapon.



-This position represents pressing "R" therefore : Reloading the weapon.

### Left hand



-This position represents pressing "Z" therefore : Forward movement.



-This position represents pressing "S" therefore : Backward movement.



-This position represents pressing "D" so : Movement to the right.



-This position represents pressing "Q" therefore : Movement to the left.



-This position represents pressing "Space" so : Jump.



-This position represents pressing "Space" so : Sitting.

**To be continued ...**