

PROJECT SPECIFICATION

Mimic Me!

Files Submitted

CRITERIA	MEETS SPECIFICATIONS
Submission Files	<p>The submission includes all required files:</p> <ul style="list-style-type: none">• <code>mimic.js</code>• <code>index.html</code>• <code>mimic.css</code>• <code>report.pdf</code>• Any additional files needed to run your project, including images, data files, libraries, special instructions etc.

Feature Points

CRITERIA	MEETS SPECIFICATIONS
Display feature points	Application displays feature points as they are tracked on a face.

Dominant Emoji

CRITERIA	MEETS SPECIFICATIONS
Dominant emoji displayed correctly	The dominant emoji is shown at a location that is close to the face, and moves with it.

Mimic Game

CRITERIA	MEETS SPECIFICATIONS
Show random emoji to mimic	Application shows a random emoji to be replicated by the player.
Match with current player expression	Application correctly identifies when the player's current facial expression matches the desired emoji.

CRITERIA	MEETS SPECIFICATIONS
Reset and shows a new emoji	Once the desired emoji is matched by the player, the application should pick a new one at random and the game should continue on.

Project Report

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Report Completed	<ul style="list-style-type: none"> Report file contains a section for each implemented task (and any optional extension). Each section includes a brief description of what you've done and a screenshot showing your implementation results for that section/task.

Suggestions to Make Your Project Stand Out!

- Make it a 2 player game, like Guitar Hero, where you compete with someone to mimic as many emojis as you can out of a streaming sequence of them.
- Pair a stream of emojis with a script and have the player read the script, interspersed with emotional expressions that are checked by the computer. Great for some acting practice!