

AIND-CV-MIMIC

Task 1: **function drawFeaturePoints**(canvas, img, face)

1. Set stroke style to 'red'
2. Draw the feature points using their original x, y coordinates with radius 1 and some default parameters from the documentation.

Task 2: **function drawEmoji**(canvas, img, face)

1. Set font to '55px serif', static font
2. Choose random anchor point from the feature points, and adjust the x, y coordinates to be just outside the face.

Task 3: Game logic

1. Implemented global variables, which can be accessed from any functions, to simplify with parameter passing.
2. Function to update the score simultaneously
3. The ResetEmoji function is responsible for generating new random Emoji after 10 seconds or after the user has correct facial expression. Some details is available in the code comment.
4. Function Game() to re-initialize the score, practically starting a new game.
5. Function checkCorrect() to check if detected emotion is equal to the target emoji, then reset the target emoji accordingly.

The game logic design is inspired by this repo: <https://github.com/jrios6/AIND-CV-Mimic.git>

I assure that this repo only serves as a reference point, and that the implementation is my own work.