**The concept** originates from playing the geography seterra game extensively. I played it so much that I started looking into speedrunning. It exists on speedrun.com and I gave it a go but as it turns out I am not the best at processing information lightning fast, so, that gave birth to an idea of having a bot solve it for me to get number 1.

The problem. I do not want a bot that strictly just solves it in the driest manner possible, which a friend of mine actually did in the same afternoon that I proposed this idea. He solved it by info scraping the web elements on the seterra site in order to just flip the bool checking if the question is answered. This did solve the quiz freakishly fast but completely unnaturally, you don't even see the mouse move.

How I see solving it is by moving the mouse to each country and clicking it, just a bit faster than the fastest time on speedrun.com. The goal is to replicate a human solving it super fast, it mainly centering around human mouse movements and not impossibly fast movements.

The idea is that visual recognition is used, like for example *pyautogui* and *opencv* to solve the Seterra geography quiz in a humanlike fashion. Let's say the quiz is asking for Croatia, then, the first red square in the image below is the part that the program has to visually decipher and understand that it is asking for Croatia. After that the second red square has to be understood that it is Croatia and drag the mouse down there to click it and then just repeat this process to the end.
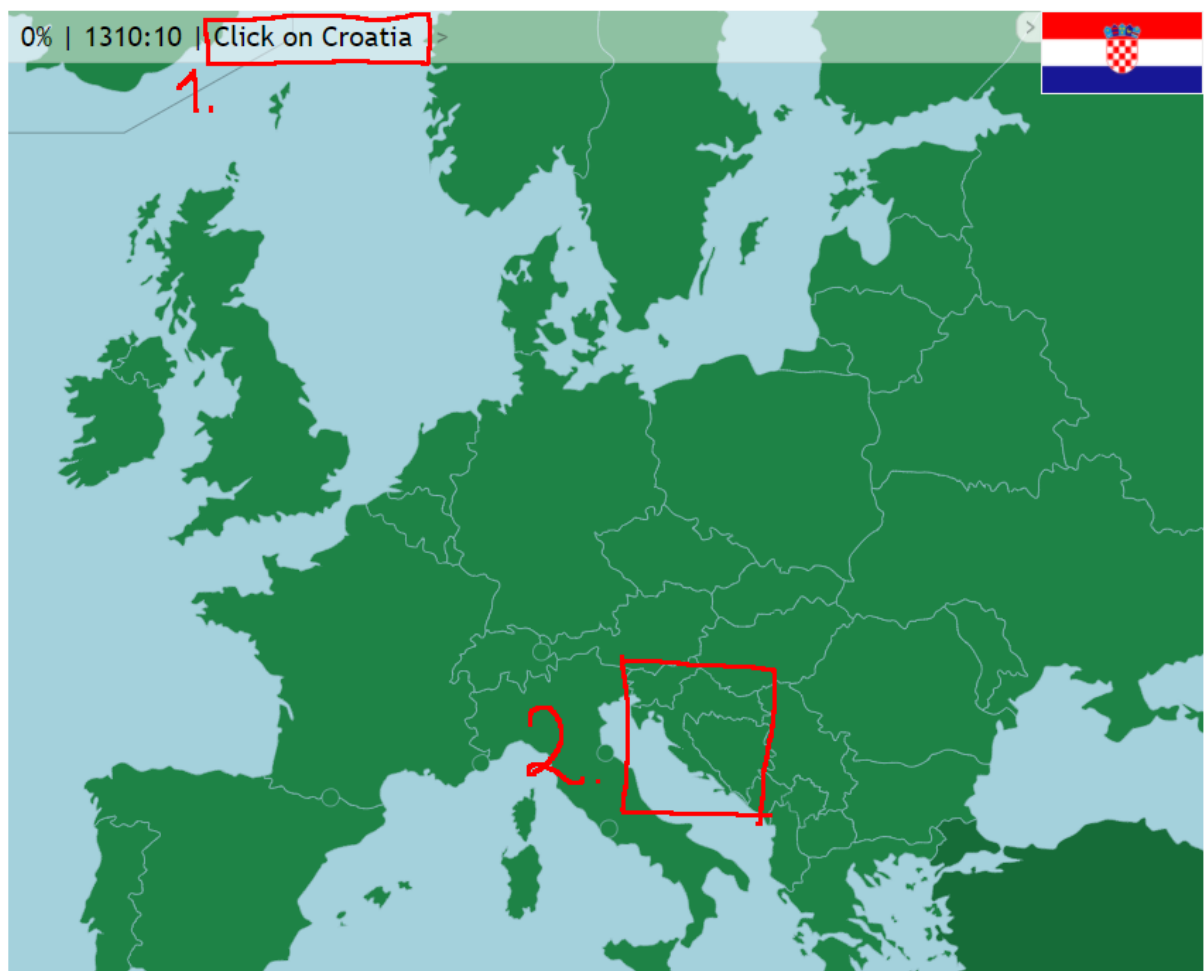
How the Europe Countries quiz looks like in Seterra.