


Mimic Me Project Report

Display Feature Points:

Initially, I have logged the face object using console.log and looked at the underlying objects. Based on the that I have gathered the featurePoint.x and featurePoint.y and supplied it to the function ctx.arc().

Below is the screen shot after the function is implemented:

	<p>Mimic Me!</p> <p>?</p> <p>Score: 0 / 0</p> <p>Total Game Time: 0 sec</p> <p><input type="button" value="Start"/> <input type="button" value="Stop"/> <input type="button" value="Reset"/></p> <p>INSTRUCTIONS</p> <ul style="list-style-type: none">• Press Start to initialize the detector.• Your current emoji will be shown next to your head.• Mimic each emoji being displayed to score a point!• Press Stop to end the detector.• Watch the tracking results and log messages for more information.
<p>EMOTION TRACKING RESULTS</p> <p>Timestamp: 14.65</p> <p>Number of faces found: 1</p> <p>Appearance: {"gender":"Male","glasses":"Yes","age":"35 - 44","ethnicity":"Unknown"}</p> <p>Emotions: {"joy":0,"sadness":0,"disgust":0,"contempt":0,"anger":0,"fear":0,"surprise":0,"valence":0,"engagement":0}</p> <p>Expressions:</p> <p>{"smile":0,"innerBrowRaise":0,"browRaise":0,"browFurrow":0,"noseWrinkle":0,"upperLipRaise":0,"lipCornerDepressor":0,"chinRaise":1,"lipPucker":0,"lipPress":0,"lipSuck":2,"mouthOpen":0,"smirk":0,"eyeClosure":0,"attention":97,"lidTighten":0,"jawDrop":0,"dimpler":0,"eyeWiden":0,"cheekRaise":0,"lipStretch":0}</p> <p>Emoji: 😊</p>	<p>DETECTOR LOG MSGS</p> <p>Start button pressed</p> <p>Webcam access allowed</p> <p>The detector reports initialized</p>

Show Dominant Emoji:

As per the instructions, I have used face.emojis.dominantEmoji to get the Emoji and passed it as a parameter for fillText function. And also I have taken the feature points of the right side of the face and applied the dominant Emoji there.

Below is the screenshot after the function is implemented:



Mimic Me!

?

Score: 0 / 0

Total Game Time: 0 sec

INSTRUCTIONS

- Press **Start** to initialize the detector.
- Your current emoji will be shown next to your head.
- Mimic each emoji being displayed to score a point!
- Press **Stop** to end the detector.
- Watch the tracking results and log messages for more information.

EMOTION TRACKING RESULTS

Timestamp: 19.01

Number of faces found: 1

Appearance: {"gender":"Male","glasses":"Yes","age":"35 - 44","ethnicity":"Unknown"}

Emotions: {"joy":100,"sadness":0,"disgust":0,"contempt":0,"anger":0,"fear":0,"surprise":2,"valence":88,"engagement":100}

Expressions:

{"smile":100,"innerBrowRaise":0,"browRaise":0,"browFurrow":0,"noseWrinkle":20,"upperLipRaise":0,"lipCornerDepressor":0,"chinRaise":2,"lipPucker":0,"lipPress":0,"lipSuck":0,"mouthOpen":85,"smirk":0,"eyeClosure":0,"attention":98,"lidTighten":0,"awDrop":0,"dimpler":0,"eyeWiden":1,"cheekRaise":0,"lipStretch":2}

Emoji: 😐

DETECTOR LOG MSGS

Start button pressed

Webcam access allowed

The detector reports initialized

Mimic Me:

The below functions were developed to create the Mimic Me game.

Function *game(canvas, img, face)*: Created a function *game(canvas, img, face)* to start the game. This function initially checks if any emoji is assigned and sets the emoji randomly. Then check if the face of the player is matching with the randomly selected Emoji. This is done by taking the Unicode of the detected face and pass it to ***toUnicode*** function. If emoji matches, then displayed the message, updated the score and selected one more emoji randomly.

function *randomEmoji()*: This function selects the random emoji unicode from the array and pass it to *setTargetEmoji* function to display the emoji on the HTML page. Apart from that this function sets the time and update the total game time.

function *restartGame()*: This function will be called from the different parts of the program to restart or initialize the game. The scores and the emoji will be reset.

function *resetGame()*: This function will be called whenever the player unable to mimic the emoji. This will display the error message and updates the score total. Once the score is updated, the function *randomEmoji* will be called to set the random emoji.

Below is the screen shot of the game when the player unable to mimic.

localhost:4443 says:
Sorry Buddy... You have just lost a point.

OK

Mimic Me!

Score: 1 / 2
Total Game Time: 40 sec
Start Stop Reset

INSTRUCTIONS

- Press **Start** to initialize the detector.
- Your current emoji will be shown next to your h
- Mimic each emoji being displayed to score a p
- Press **Stop** to end the detector.
- Watch the tracking results and log messages fo

EMOTION TRACKING RESULTS

Timestamp: 65.02
Number of faces found: 1
Appearance: {"gender": "Male", "glasses": "Yes", "age": "35 - 44", "ethnicity": "Unknown"}
Emotions: {"joy": 0, "sadness": 0, "disgust": 0, "contempt": 0, "anger": 0, "fear": 0, "surprise": 0, "valence": 0, "engagement": 0}
Expressions: {"smile": 0, "innerBrowRaise": 0, "browRaise": 0, "browFurrow": 0, "noseWrinkle": 0, "upperLipRaise": 0, "lipCornerDepressor": 0, "chi

DETECTOR LOG MSGS

Start button pressed
Webcam access allowed
The detector reports initialized

Message when the player is able to mimic the emoji.

localhost:4443 says:
Great!!! You have just won a point.

OK

Mimic Me!

Score: 0 / 0
Total Game Time: 31 sec
Start Stop Reset

INSTRUCTIONS

- Press **Start** to initialize the detector.
- Your current emoji will be shown next to your h
- Mimic each emoji being displayed to score a p
- Press **Stop** to end the detector.
- Watch the tracking results and log messages fo

EMOTION TRACKING RESULTS

Timestamp: 8.20
Number of faces found: 1
Appearance: {"gender": "Male", "glasses": "Yes", "age": "35 - 44", "ethnicity": "Unknown"}
Emotions: {"joy": 100, "sadness": 0, "disgust": 0, "contempt": 0, "anger": 0, "fear": 0, "surprise": 0, "valence": 38, "engagement": 100}
Expressions: {"smile": 100, "innerBrowRaise": 0, "browRaise": 0, "browFurrow": 0, "noseWrinkle": 1, "upperLipRaise": 0, "lipCornerDepressor": 0, "

DETECTOR LOG MSGS

Start button pressed
Webcam access allowed
The detector reports initialized