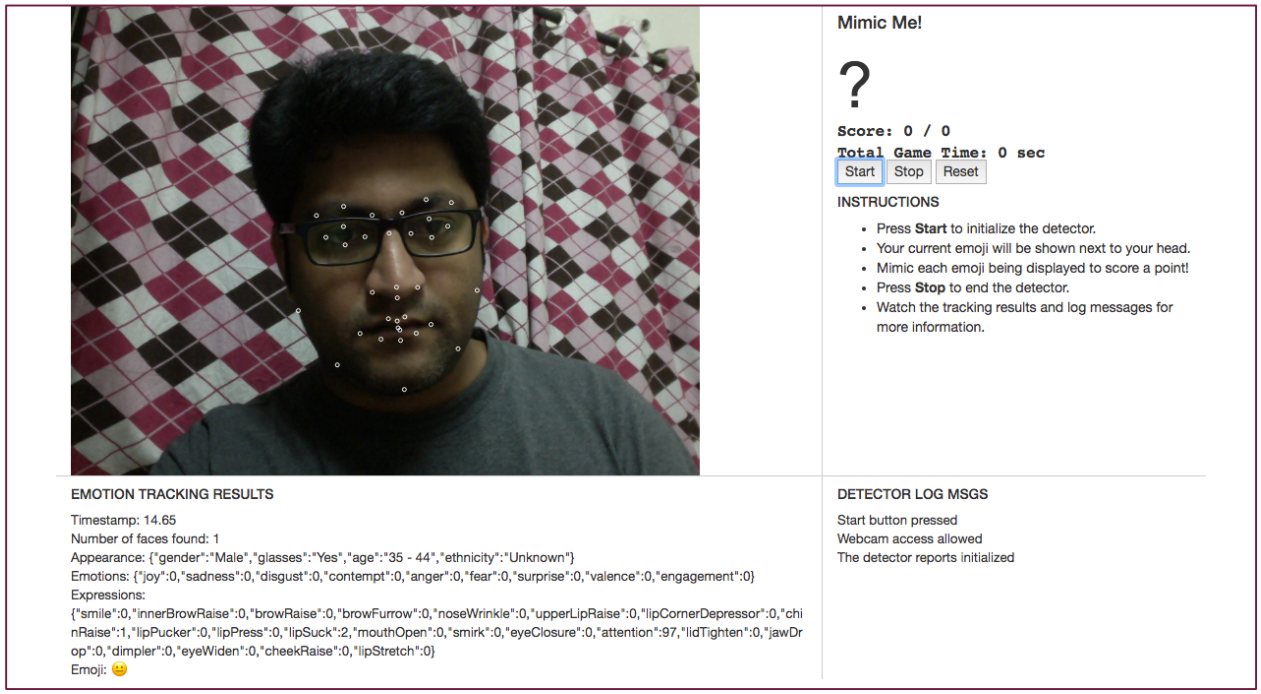
Mimic Me Project Report

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:



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:

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

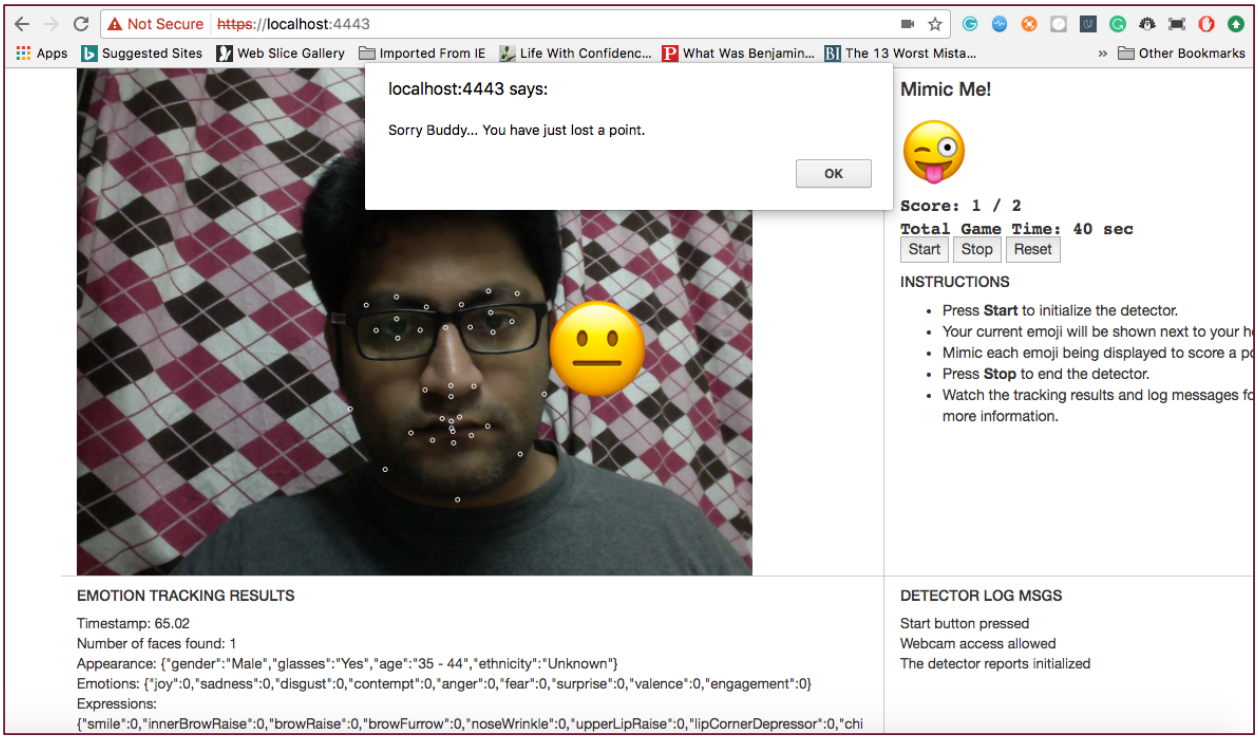
Function game(canvas, img, face): Created a function ***game(canvas, img, face)*** to start the game. This function initially checks if any emoji is assigned and sets the emoji randomly. Then check if the face of the player is matching with the randomly selected Emoji. This is done by taking the Unicode 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 randomEmoj will be called to set the random emoj.

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



Message when the player is able to mimic the emoji.