

USER GUIDE

Gesture Controller Game System

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1. System Overview

Our Gesture Controller game system uses the camera to capture and analyse the user's input in real-time as the system's input instead of the traditional game taking the keyboard and mouse input of the user to interact with the game system. It will keep attracting users to play this game and can slow the speed of rising of user's tiredness of the game.

2. USER INTERFACE

Our project's GUI is implemented using Python. Our system provides a user login page, project information page and game-choosing page with three different gesture-controlled games.

Our system offers three different game modules, a snake game, a rocket survival game and an intelligent quiz game. The interface of the snake module displays the current map, the generated fruits and the snake. The user can change the direction of the snake in real-time by changing gestures. The interface of the Rocket Survival module will show the generated obstacles and rockets, and the user can change the direction of the rocket movement by moving his finger. The interface of the smart answer module displays the current question and the available answers. The user changes the position of the finger to select different answers. The results of all games are displayed through the game's interface.

3. Requirements

For this system, we are using computing versions and related technologies to capture and analyze user action. Here is the basic requirement for running the system.

Hardware requirements:

Device: Camera

GPU: optional

RAM: 8GB or bigger

HD: 2GB or Bigger

Software requirements:

Operating System: macOS / Windows

Application: Anaconda

Environment requirements:

Database: MySQL

Language: Python (we strongly recommend version 3.7 for stable system performance)

4. Environment and software installation

4.1 Python virtual environment installation

For this project, we highly recommend Python with version 3.7. Follow the steps below to initiate the python environment and switch to using Python 3.7.

1. Create and download a python environment

Run ` **conda create --name [your_env_name] python=3.7** ` in your terminal

```
(base) sk@sdeMacBook-Pro-2 Project1-Game % conda create --name your_env_name python=3.7
Collecting package metadata (current_repodata.json): done
Solving environment: done

## Package Plan ##

environment location: /Users/sk/opt/anaconda3/envs/your_env_name

added / updated specs:
- python=3.7

The following packages will be downloaded:

  package          | build
  -----|-----
  libsqlite-3.39.4 | ha978bb4_0      870 KB  conda-forge
  openssl-3.0.5   | hfd90126_2      2.5 MB  conda-forge
  python-3.7.12   | hf3644f1_100_cpython 24.3 MB  conda-forge
  sqlite-3.39.4   | h9ae0607_0      876 KB  conda-forge

Total:           28.5 MB
```

2. Switch to this environment

Run ` **conda activate [your_env_name]** `

```
[ Retrieving notices: ...working... done
(base) sk@sdeMacBook-Pro-2 Project1-Game % conda activate your_env_name
(your_env_name) sk@sdeMacBook-Pro-2 Project1-Game % ]
```

Then you are using Python 3.7. And in the following parts, we are going to build the environment and run the system in this virtual environment.

4.2 MySQL installation:

In this system, MySQL is used to store and query the answer for the ‘Intelligent games’ game. Follow the instruction below to set up the environment and initiate the database.

1. Get MySQL

Rescore link: <https://dev.mysql.com/downloads/>

Download the MySQL community server from this website.

④ MySQL Community Downloads

- MySQL Yum Repository
- MySQL APT Repository
- MySQL SUSE Repository

- MySQL Community Server
- MySQL Cluster
- MySQL Router
- MySQL Shell
- MySQL Operator
- MySQL NDB Operator
- MySQL Workbench

- MySQL Installer for Windows
- MySQL for Visual Studio

- C API (libmysqlclient)
- Connector/C++
- Connector/J
- Connector/.NET
- Connector/Node.js
- Connector/ODBC
- Connector/Python
- MySQL Native Driver for PHP

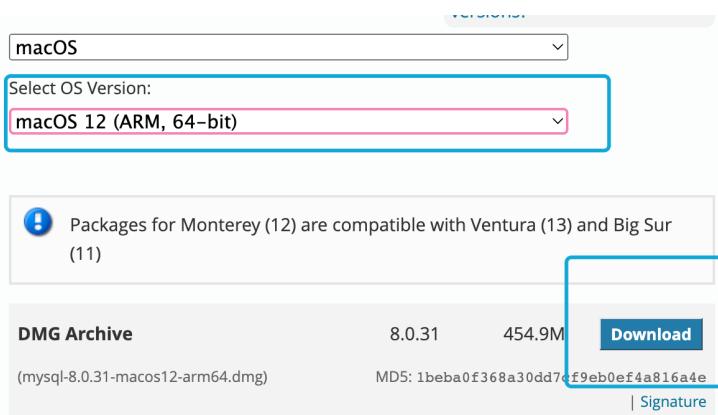
- MySQL Benchmark Tool
- Time zone description tables
- Download Archives

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2. Choose the suitable version

If you are using MacBook with **Chip M1**, please select ARM.



The screenshot shows the MySQL Community Downloads page. A dropdown menu labeled "macOS" is open, and the option "macOS 12 (ARM, 64-bit)" is selected. Below the dropdown, there is a note: "Packages for Monterey (12) are compatible with Ventura (13) and Big Sur (11)". At the bottom, there is a table for the "DMG Archive" of MySQL 8.0.31 for macOS 12 (ARM, 64-bit), showing file size 454.9M and MD5 hash 1bebaf368a30dd7cf9eb0ef4a816a4e. A "Download" button is highlighted with a blue border.

If you are using MacBook with Intel, please select x86.

MySQL Community Server 8.0.31

Select Operating System:

Looking for previous GA versions?

macOS

Select OS Version:

macOS 12 (x86, 64-bit)



Packages for Monterey (12) are compatible with Ventura (13) and Big Sur (11)

DMG Archive

8.0.31

461.8M

Download

(mysql-8.0.31-macos12-x86_64.dmg)

MD5: 4a6f2c7447f9b2895a2f5710f0178904

| Signature

If you are using Windows, please select Windows.

MySQL Community Server 8.0.31

Select Operating System:

Looking for previous GA versions?

Microsoft Windows

Recommended Download:**MySQL Installer**
for WindowsAll MySQL Products. For All Windows Platforms.
In One Package.

Starting with MySQL 5.6 the MySQL Installer package replaces the standalone MSI packages.

Windows (x86, 32 & 64-bit), MySQL Installer MSI

Go to Download Page >**Other Downloads:****Windows (x86, 64-bit), ZIP Archive**

8.0.31

222.3M

Download

(mysql-8.0.31-winx64.zip)

MD5: c9135ec4988a41a932f8db2b8661d1ad

| Signature

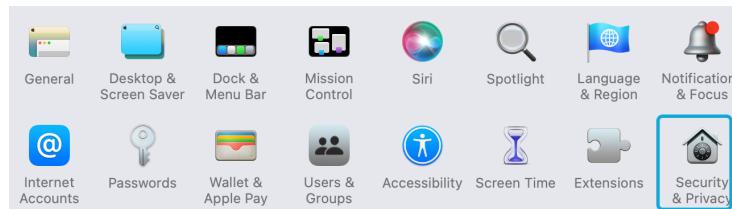
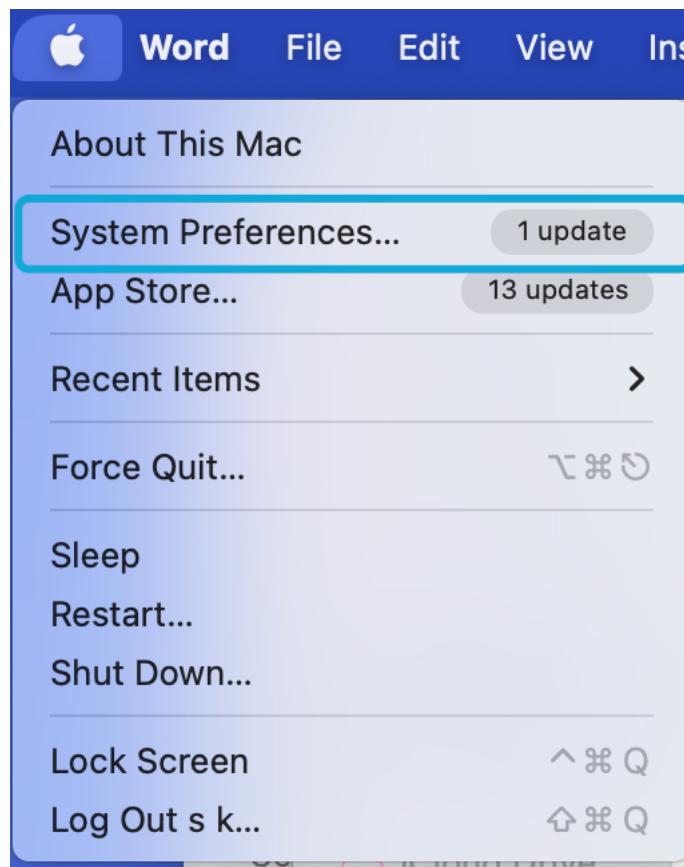
3. Start installation

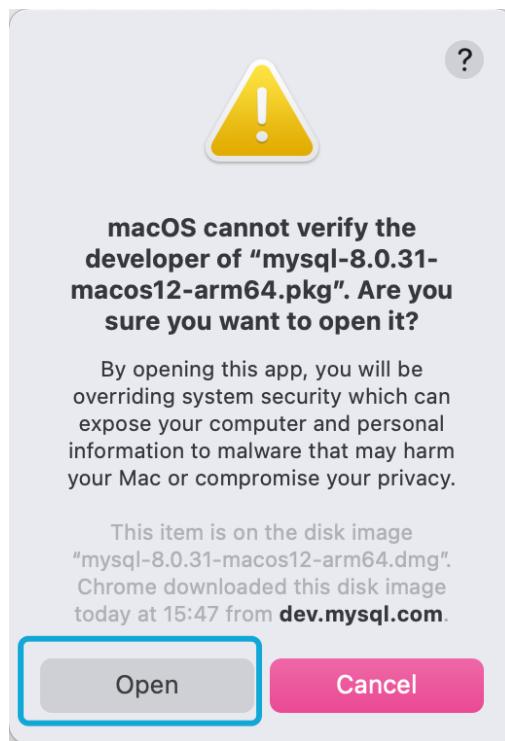
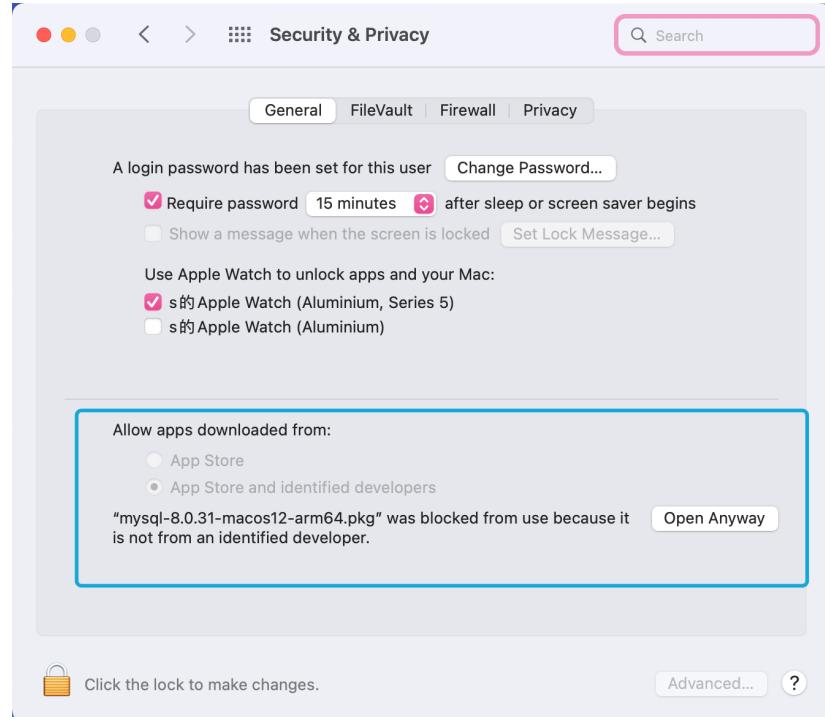
Click the DMG file

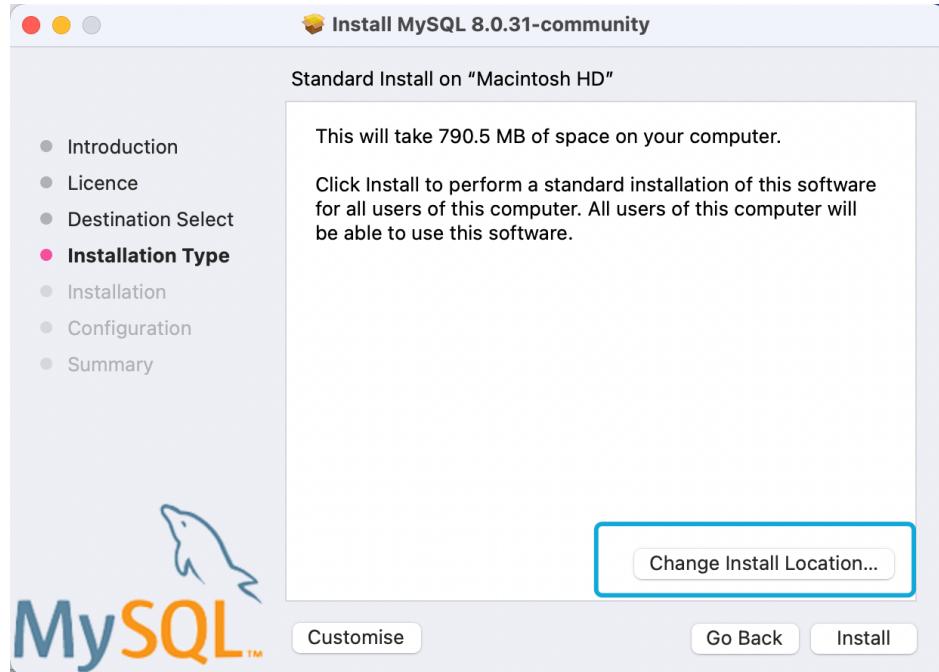


mysql-8.0.31-
macos1...64.dmg
477 MB

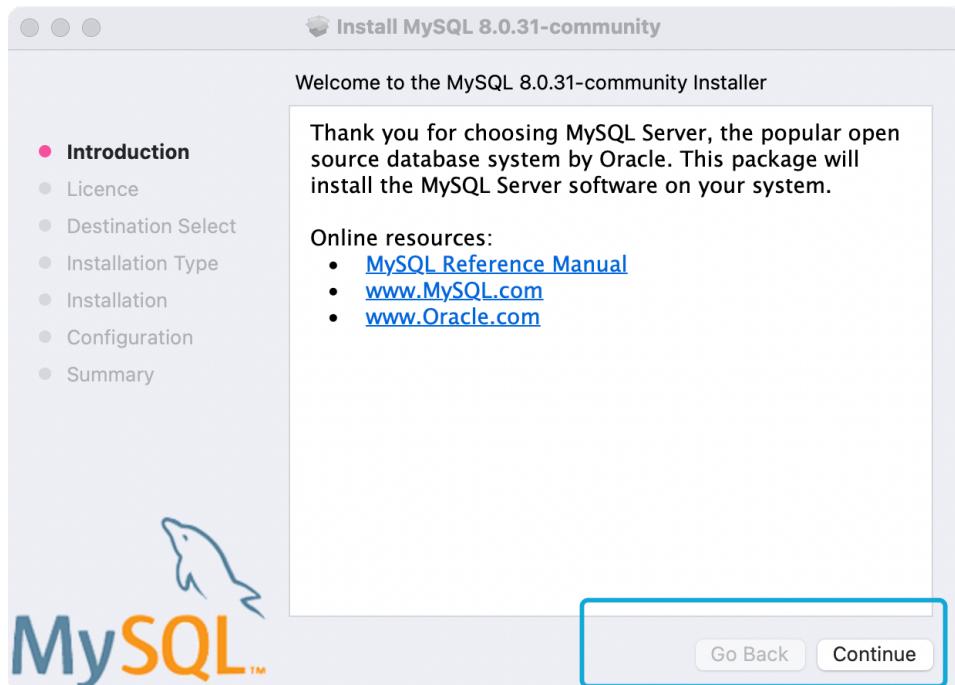
For Mac users, need to allow the extern file to be installed in the system. Go preference-Security and safety and click ‘Open anyway’. And then follow the instructions of the installer.





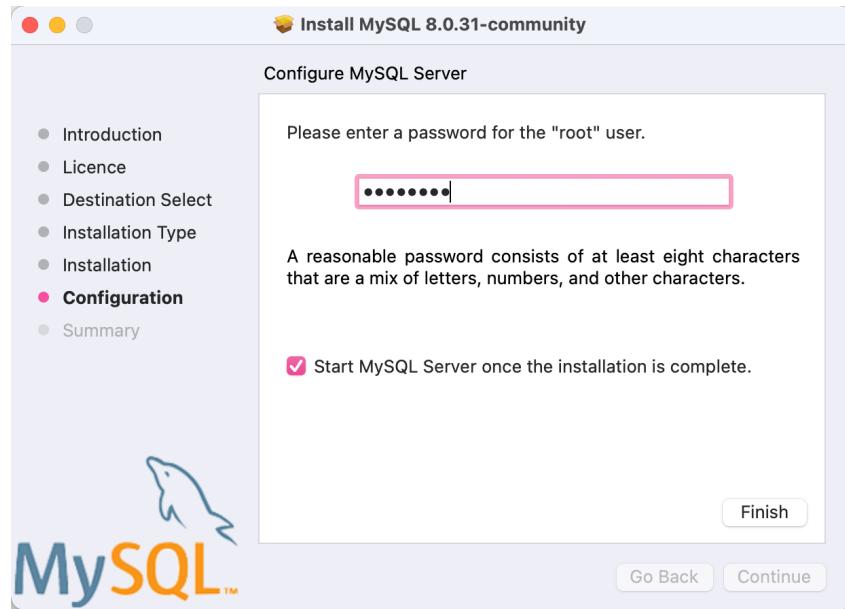


If you want to change the directory of MySQL, you can do this in this step:



4. Set the username and password

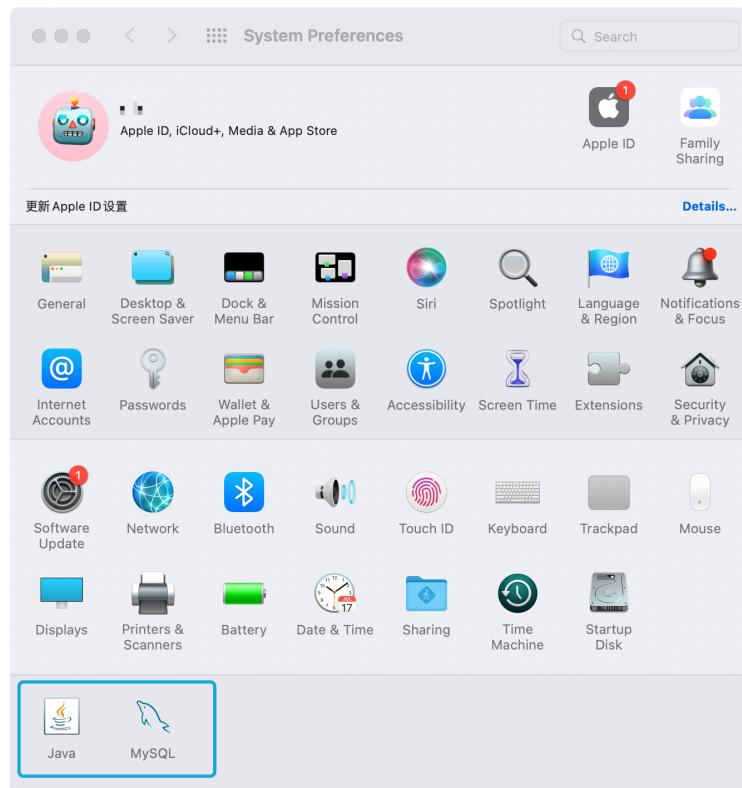
Choose the type of password(to use the default config, please choose a legacy password and set the password as '12345678') and do not change the username root.



Type in your password and **REMEMBER it.** (the password will be required in the following steps). For the user who forgets the password, please uninstall the MySQL complete from your pc and repeat the former steps again.

5. Verify the installation

Go to system preference. If MySQL is installed successfully, you will see the icon of MySQL on this page.



6. Set environment configuration

In your terminal, run `open `~/.bash_profile`` and add this line `PATH=\$PATH:/usr/local/mysql/bin` to the file. Remember to save the change after editing.



```
# >>> conda initialize >>>
# !! Contents within this block are managed by 'conda init' !!
__conda_setup="$('/Users/sk/opt/anaconda3/bin/conda' 'shell.bash' 'hook' 2> /dev/null)"
if [ $? -eq 0 ]; then
    eval "$__conda_setup"
else
    if [ -f "/Users/sk/opt/anaconda3/etc/profile.d/conda.sh" ]; then
        . "/Users/sk/opt/anaconda3/etc/profile.d/conda.sh"
    else
        export PATH="/Users/sk/opt/anaconda3/bin:$PATH"
    fi
fi
PATH=$PATH:/usr/local/mysql/bin
unset __conda_setup
# <<< conda initialize <<<
```

And run `source `~/.bash_profile``

7. Verify the environment

Run `mysql -u root -p` in your terminal and input the password you set up before.

```
(base) sk@sdeMacBook-Pro-2 ~ % mysql -u root -p
[Enter password:
Welcome to the MySQL monitor.  Commands end with ; or \g.
Your MySQL connection id is 8
Server version: 8.0.31 MySQL Community Server - GPL

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owners.

Type 'help;' or '\h' for help. Type '\c' to clear the current input statement.

mysql> 
```

If you can see this welcome message, configuration! The MySQL installation are finished.

4.3 Initiate Python and database

For this system, we use Python to design and develop all the models. It is annoying to install the required Python packages and import all the question data to the database. In this case, we provide a shell script to set up the whole environment automatically.

1. Run script **init.sh** in folder ‘InitScript’

Run ‘**sh init.sh**’ in your terminal

```
ect/lib/python3.7/site-packages (from -r requirements.txt (line 170)) (
Requirement already satisfied: threadpoolctl==3.1.0 in /Users/sk/opt/an
nvs/project/lib/python3.7/site-packages (from -r requirements.txt (line
.1.0)
Requirement already satisfied: typing_extensions==4.4.0 in /Users/sk/op
a3/envs/project/lib/python3.7/site-packages (from -r requirements.txt (
) (4.4.0)
*****Python packages all downloaded*****
=====
Environment set up successfully=====
(project) sk@sdeMacBook-Pro-2:~/InitScript %
```

If you can see this message ‘Environment set up successfully’, the environment and system are all ready to be used.

Tips: For the FAQs game, if the user wants to add extra questions to this game. Users need to run the script `add_questions.py` in the folder.

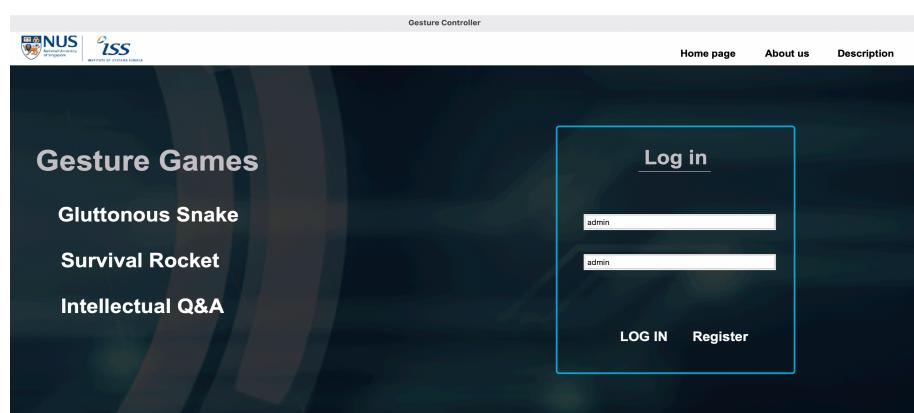
1. Add questions and answer to the game

Run ` `python add_question.py [your_question] [option A] [option B] [option C]`
`[option D] [right answer]` `

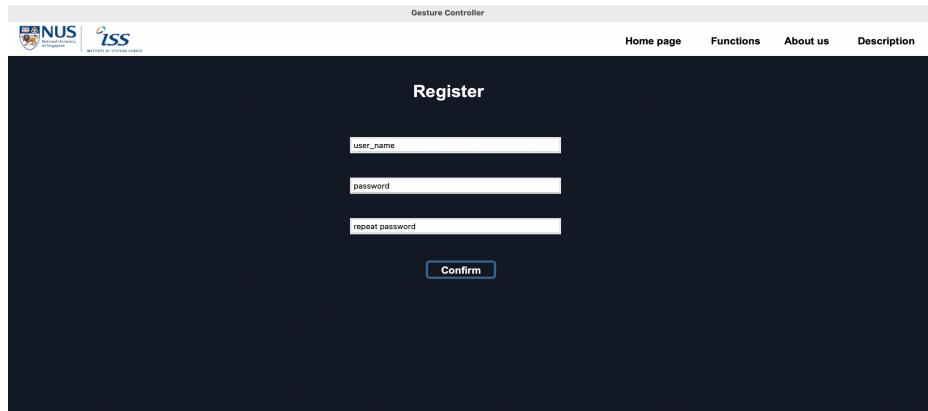
5. User Case:

1. Start

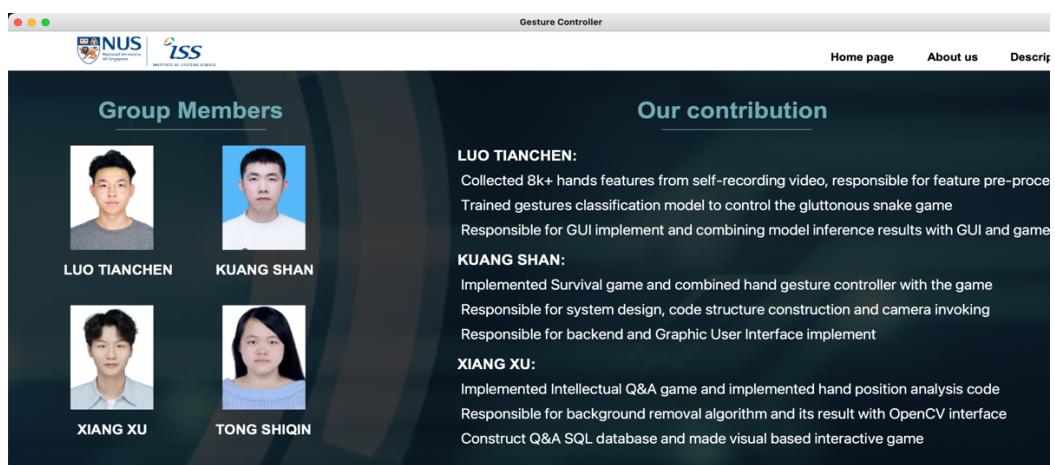
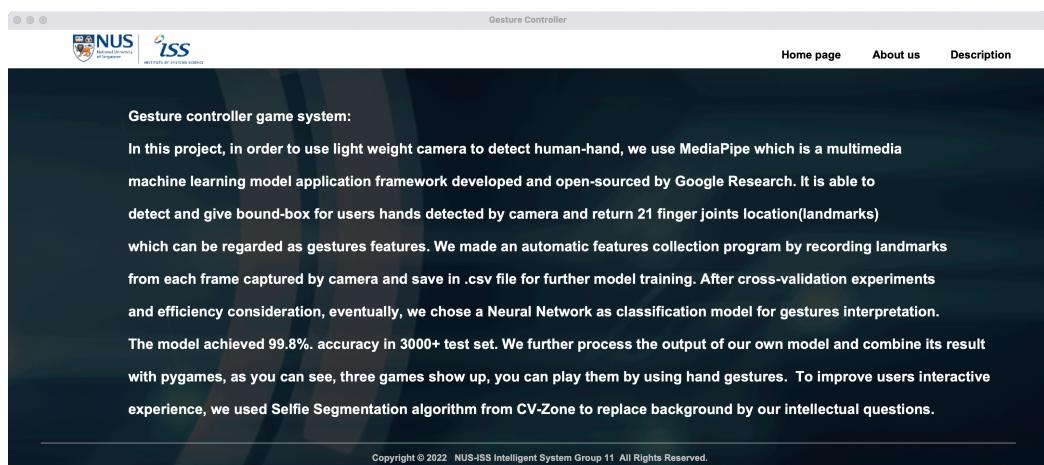
To use this game, users are required to register and log in first.



For the new user, please click register first.

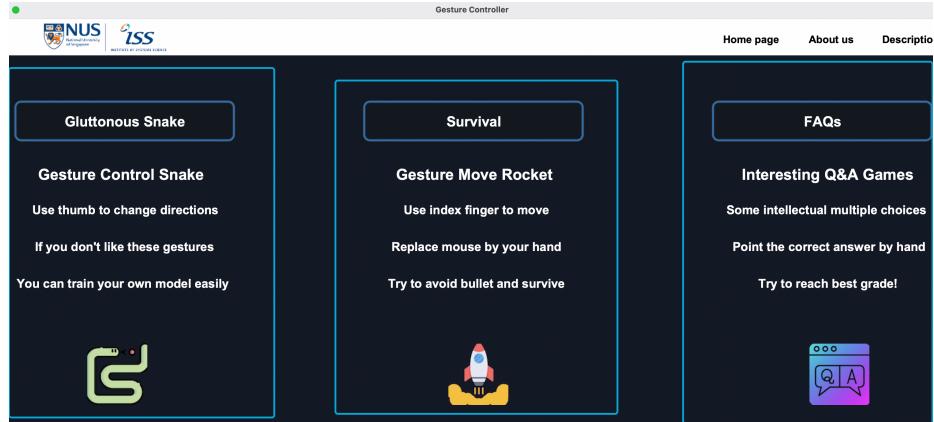


2. Users can click the button on the top to view the basic information of the game.

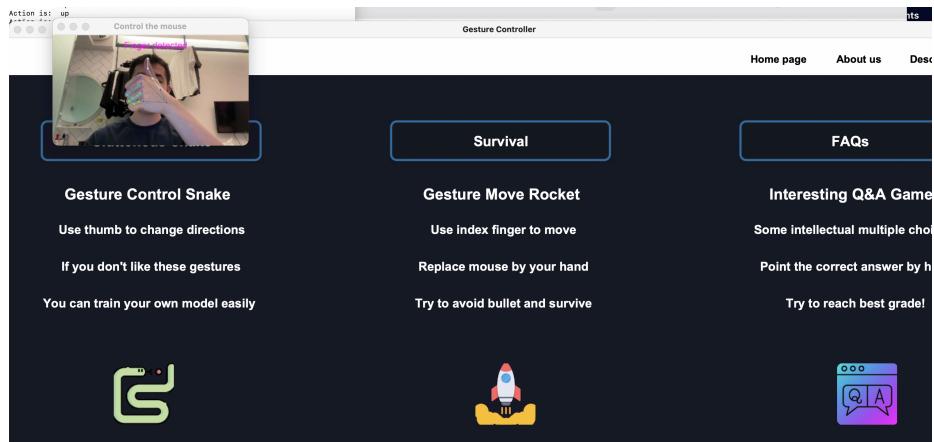


3. After log in, users can start to play the game.

There are three different games that can be controlled by using gestures.

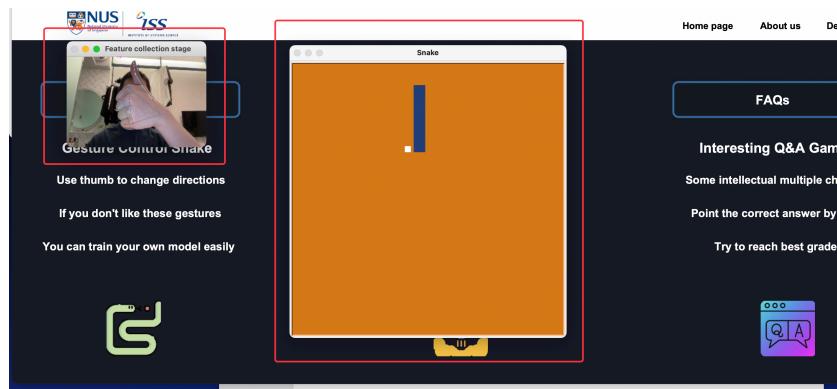


User can move their mouse by using their gesture.



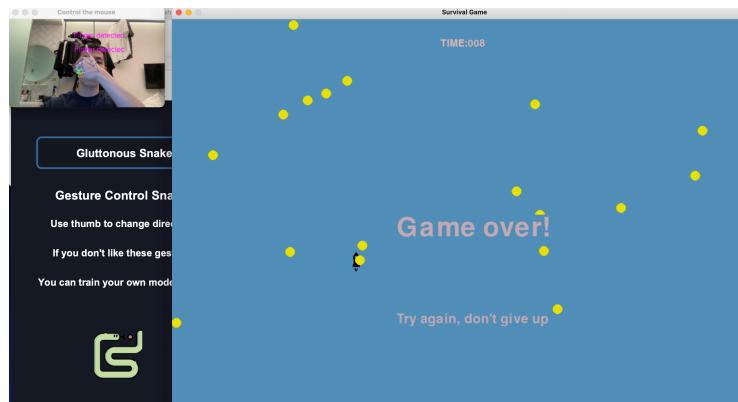
Gluttonous Snake:

Users interact with the game using gestures to change the direction of the snake to get the fruit generated on the map.



Survival:

Users interact with the game by moving their fingers to move the rocket around to avoid the balls in space. If the rocket touches any of the balls, the game will end.



FAQs:

In this game, users choose the answer by putting their hand on the option. The game will give feedback about whether the answer is right or wrong as shown below.

