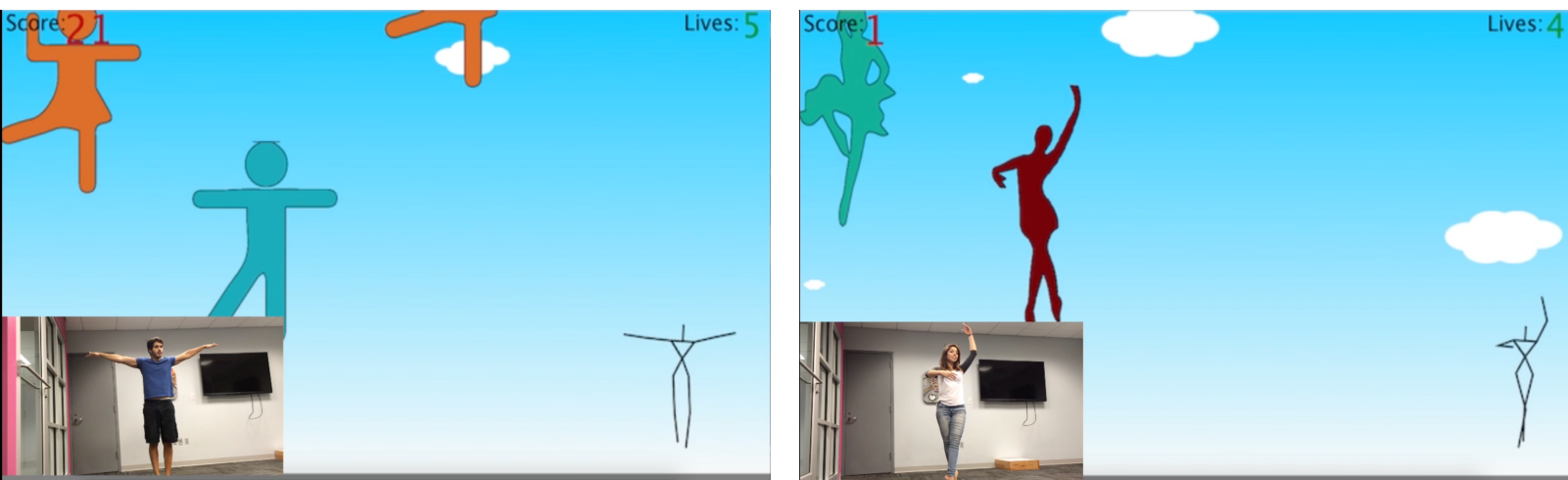


## Project Documentation



Those are pictures of two players playing game made for the project.

For the third project, I decided to finish the second one.

After many problems to track the positions using coordinates X and Y, the Professor told me to track the player positions comparing the parts of the body, for example, if the right hand is below or above the head.

So, I have changed the class Movement showed in the last documentation, using a function that receives all player's body parts and return true if the player is making some of the movements appearing on the screen.

```
private boolean checkMovement(PVector projHead, PVector projNeck, PVector projLShoulder, PVector projRShoulder,
PVector projRElbow, PVector projLElbow, PVector projLHand, PVector projRHand, PVector projTorso, PVector projLHip, PVector projRHip,
PVector projLKnee, PVector projRKnee, PVector projLFoot, PVector projRFoot) {

    if (type==0) {
        if (projLHand.y < projHead.y && projRHand.y > projTorso.y && projRHand.x > projRElbow.x && projLFoot.y <= projRKnee.y) {
            return true;
        }
    } else if (type==1) {
```

For having a better control and a better control and being easier to explain in the documentation, I have done a document with all positions that the game have and what the player needs to do to match it.