Microsoft Engage 2022 Documentation

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Tech Stack Used:

* **Front End:** HTML,CSS, JAVASCRIPT
* **Backend**- Flask
* **Database** – SQLAlchemy
* **Technologies/libraries used** – Numpy, OpeCV, Face\_Recognition, Mediapipe, CVZONE, Pyautogui

3 Weeks Progress details:

5May – 12 May

* I started with the backend work. I started with building the models for the face recognition.
* Initially started with transfer learning with facenet but the computation power and latency was not fulfilling the needs.
* Used Flask to make the backend work and started with building the routes

13May – 20 May

* I came across the face\_recognition library which extract the facial features from a person and had a great accuracy to it and decided to work with it.
* I started with the front end and was working on the verification page when I faced the difficulty to route it to the home page.
* I decided to work with other features aircanvas and readifyme for the while with also working a solution towards the routing problem.

21May – 27 May

* I worked on the problem for routing, debugged the process and made other features for my home page
* I added my Game to it and also included SQLAlchemy as the database to it to record the attendance.
* Worked on front end and styling and added last moment touches to it .