**Group 8 Iteration 3**

During this Iteration 3, we have done testing of the model. We currently facing a problem in converting the 2d landmarks from the media pose library to Pytorch 3d module. Due to inconsistency in Python installations and version errors, we are unable to build a full application by this Iteration. So we did Testing for the model we developed in Iteration 2. The below test case and user scenario will show the details.

The model is developed for Single users.

|  |  |  |
| --- | --- | --- |
| sno | Use Case Scenario | Test Cass (Pass/ Fail) |
| 1 | Only able to detect single user | pass |
| 2 | Handling the model whole Human Body | pass |
| 3 | Model in streamlit | Pass |
| 4 | Video display in streamlit | Fail |

The following things need to learn and improve by the next Iteration

1. able to convert the landmarks to 3d human model

2. use the mmhuman3d library to develop the application

3. Introduce webrtc and deploy in the cloud web framework.