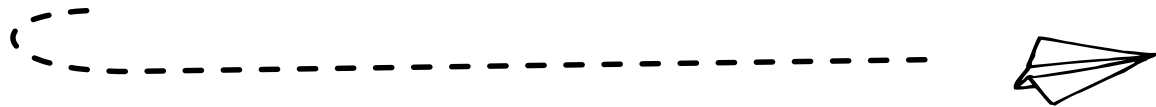
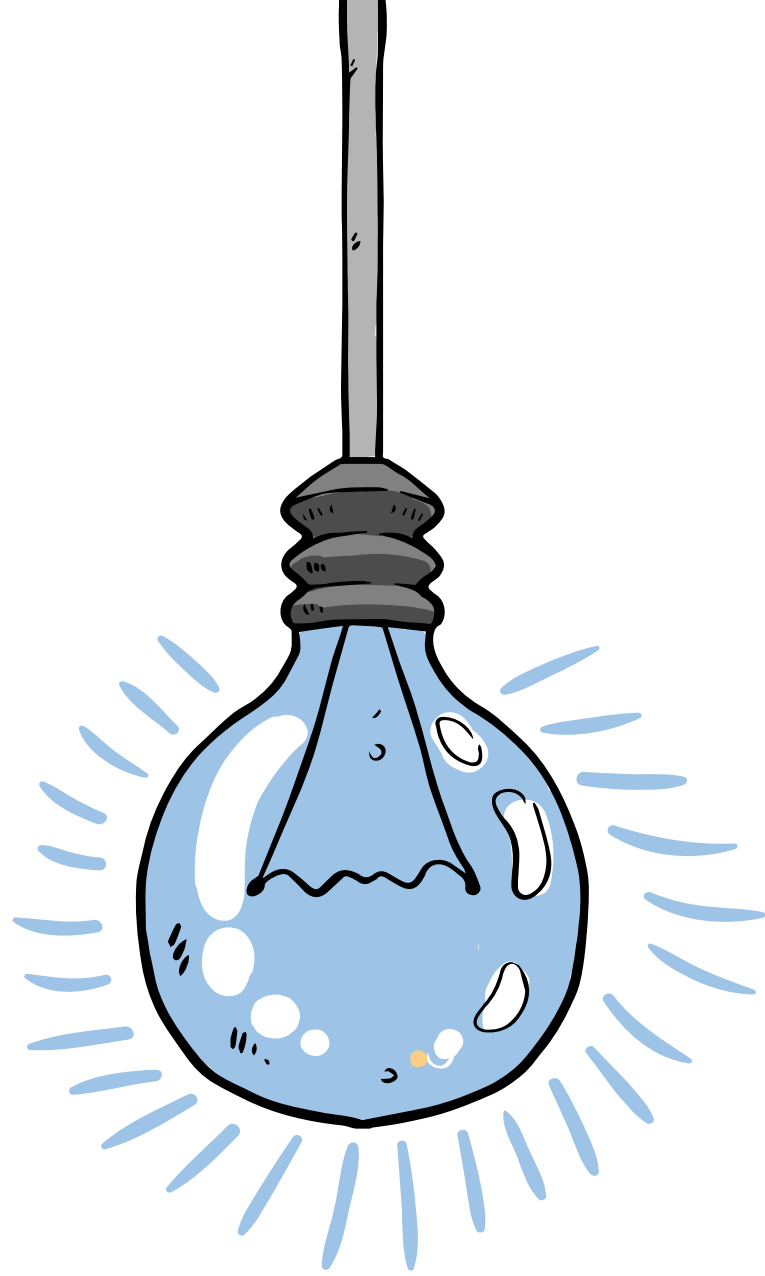


Human-computer interaction
Ludo game
based on image recognition



Team: hallo full mark



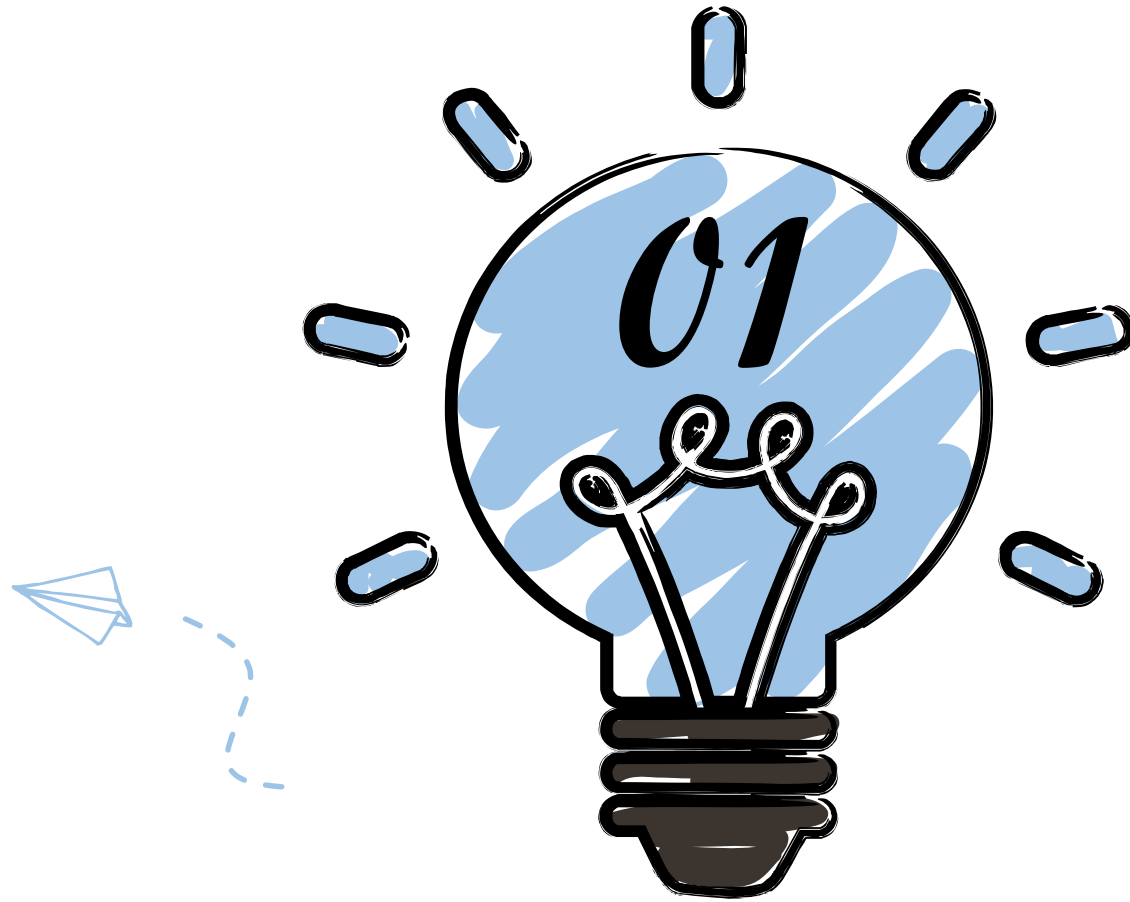


CONTENTS

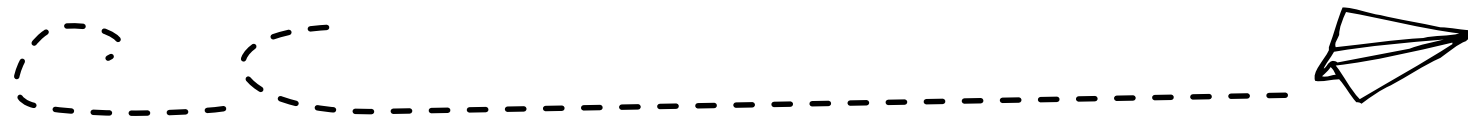
1.Problem Introduction

2.Solution

3.Demo



Problem Introduction



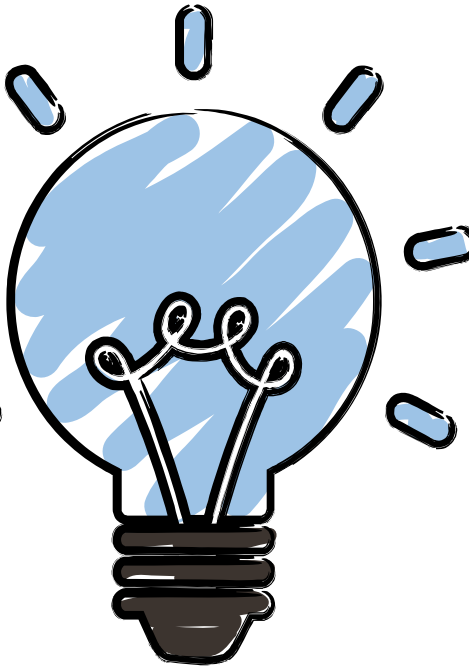
Ideas

human-computer interaction in
the game to add fun

image
and sound recognition
technology

online
traditional games

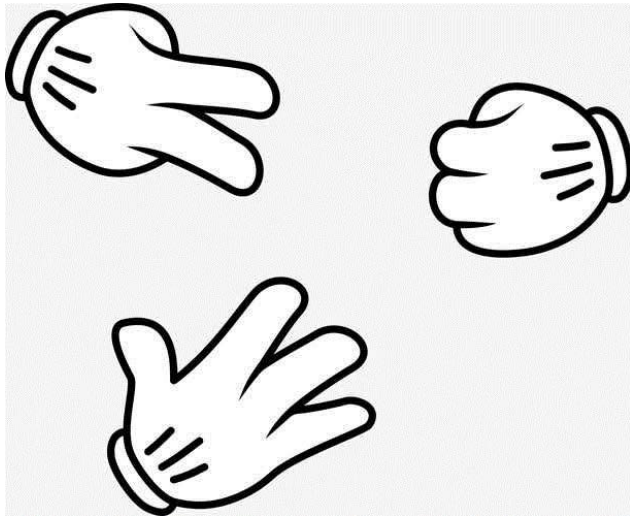
set up some tools
for "surprise"





Add **human-computer interaction** factors to the traditional Ludo game to make it more attractive.

interactive game

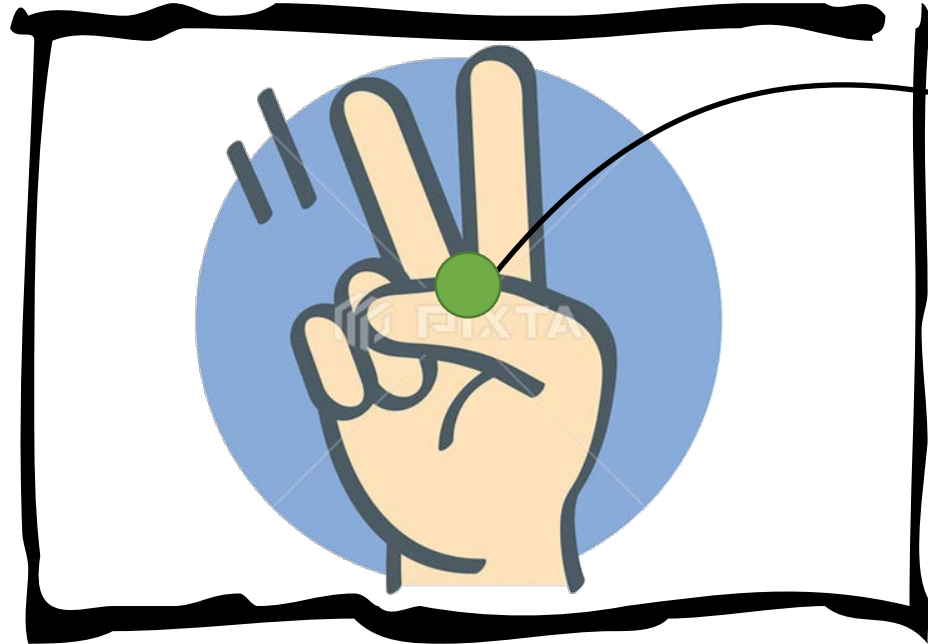
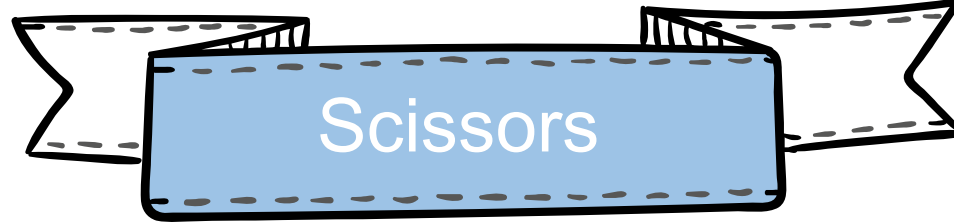


+

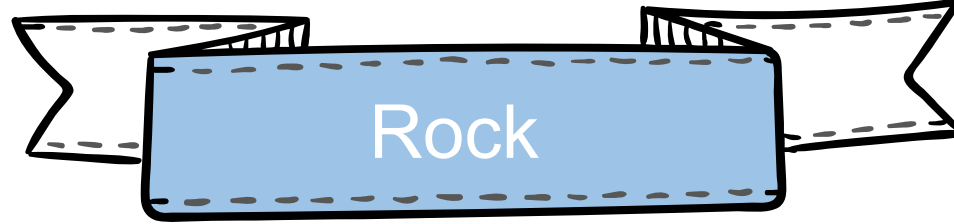




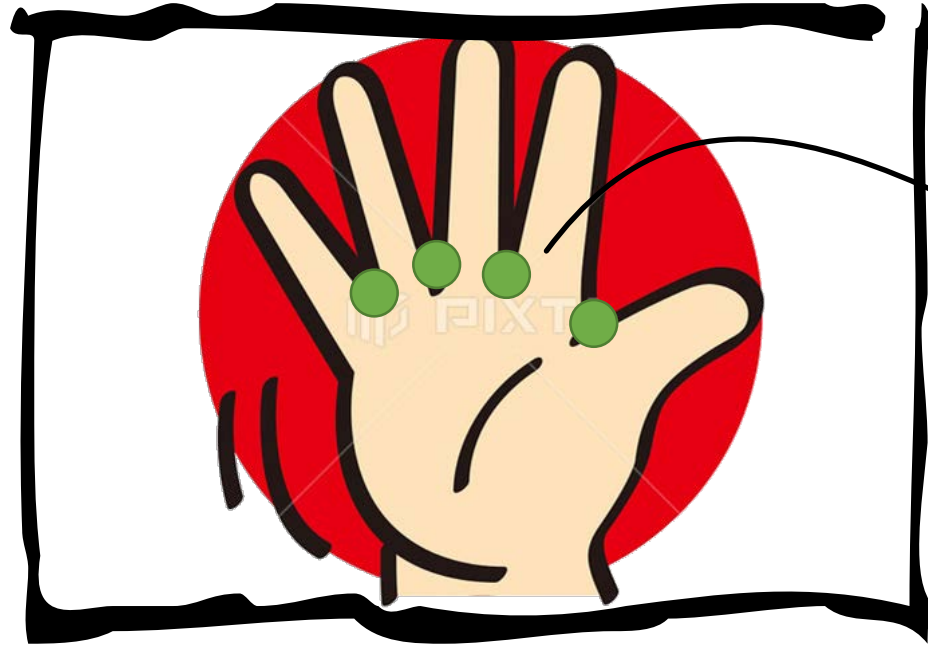
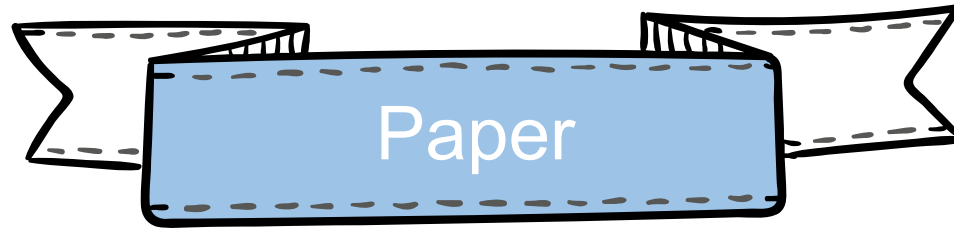
How can we make the
computer recognize the
gesture of rock-paper-scissors?



The number of the points is 1.

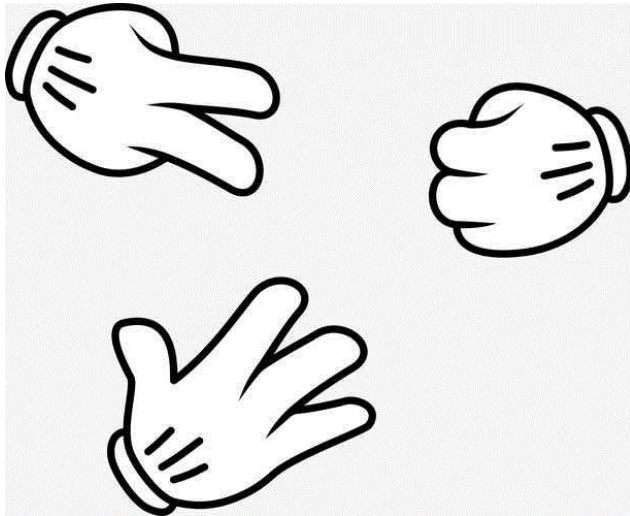


The number of the points is 0.

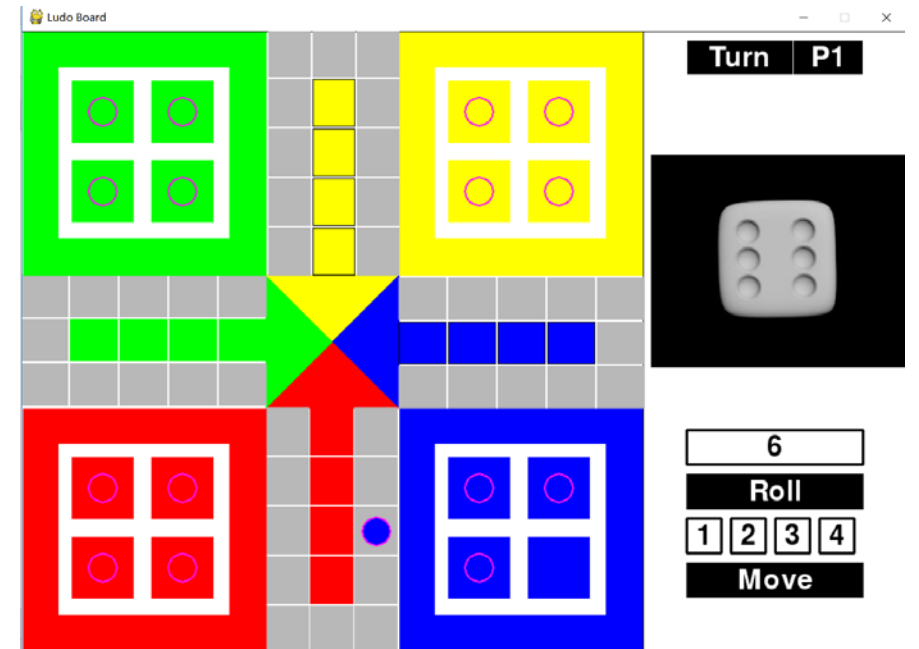


The number of the points is 4.

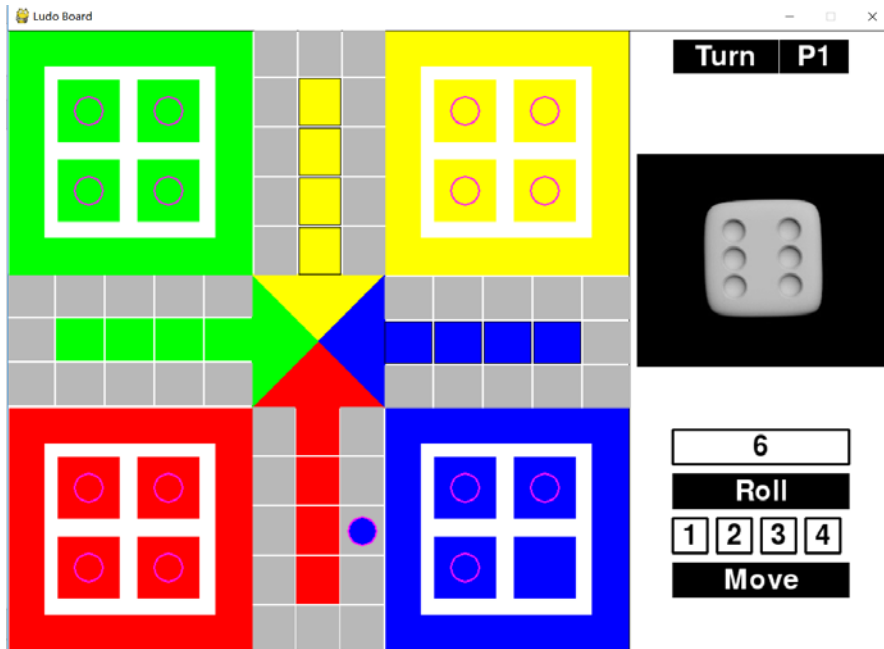
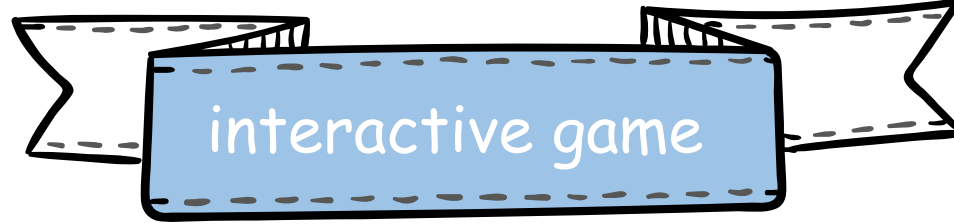
interactive game



rock-paper-scissors



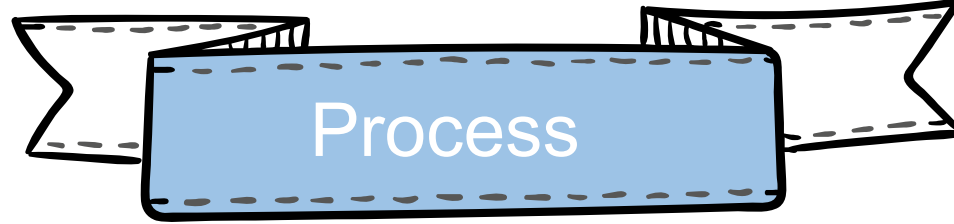
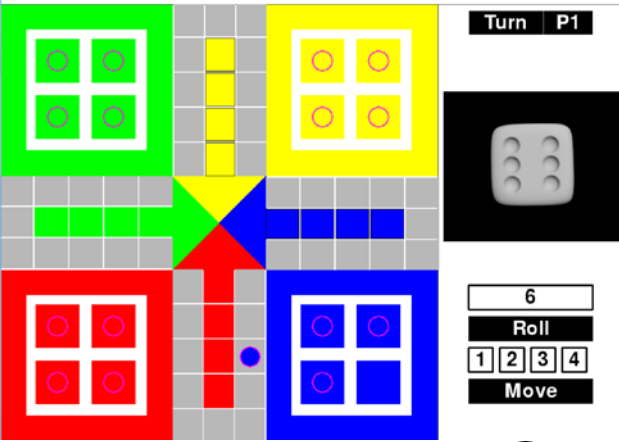
Ludo game



Ludo game

The feature of our game is to change the conditions of the dice, **only the winner of rock-paper-scissor game can continue to move.**





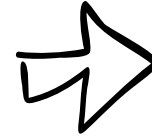
step
1

Roll dice by clicking on
Roll button.



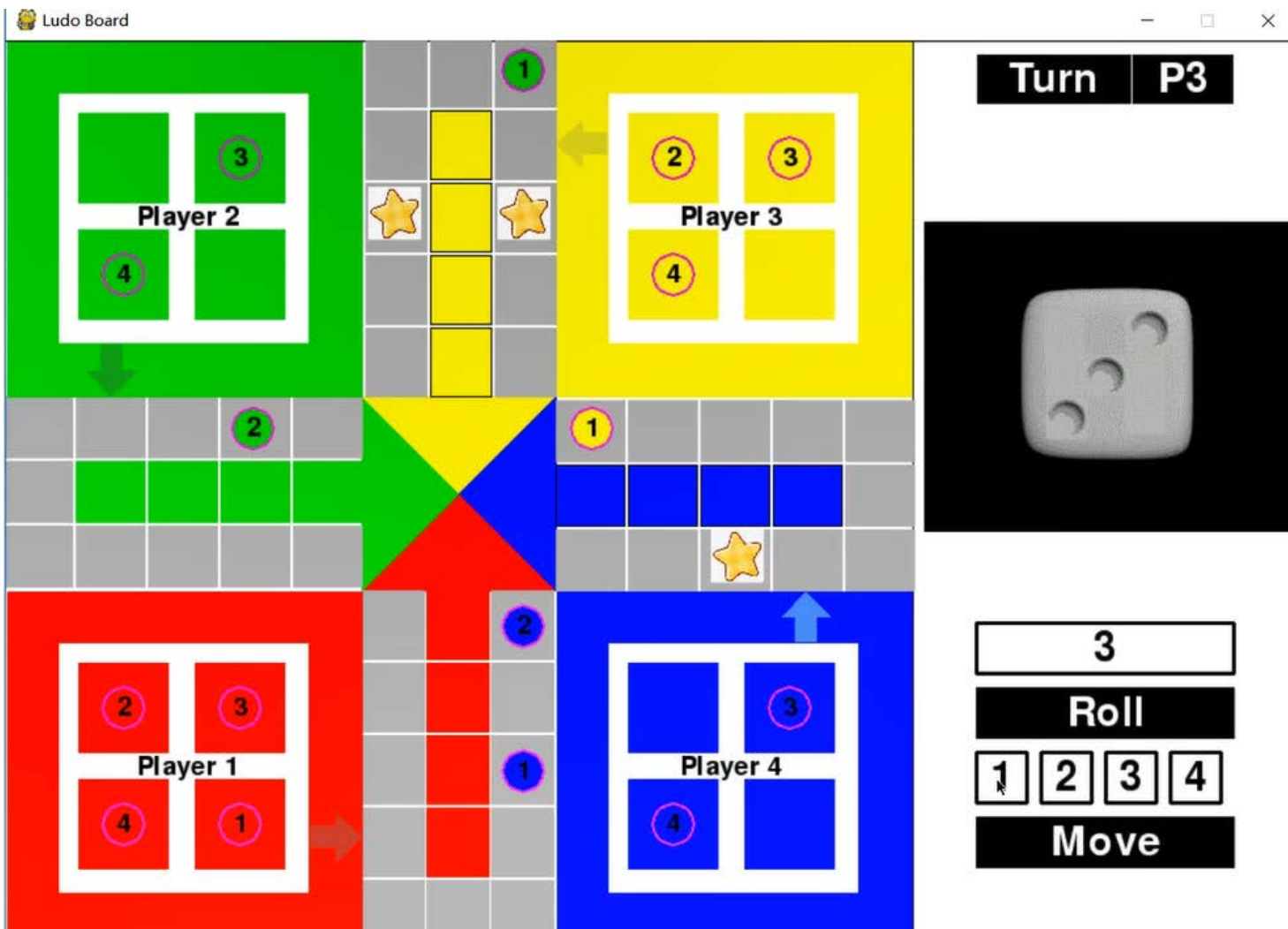
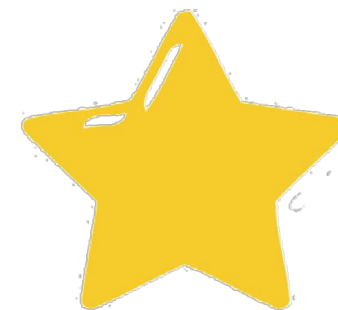
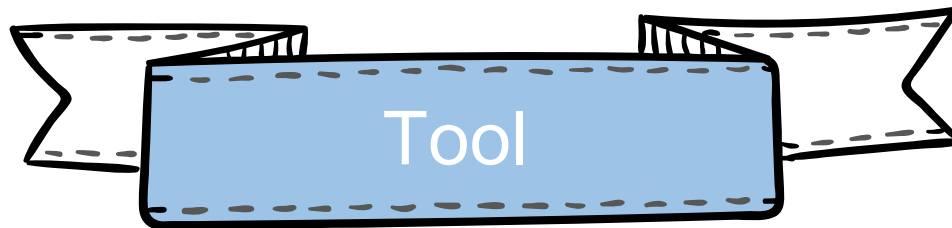
step
2

Select which token
you want to move.

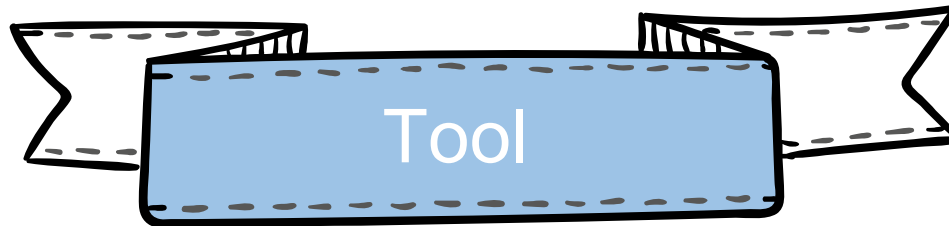


step
3

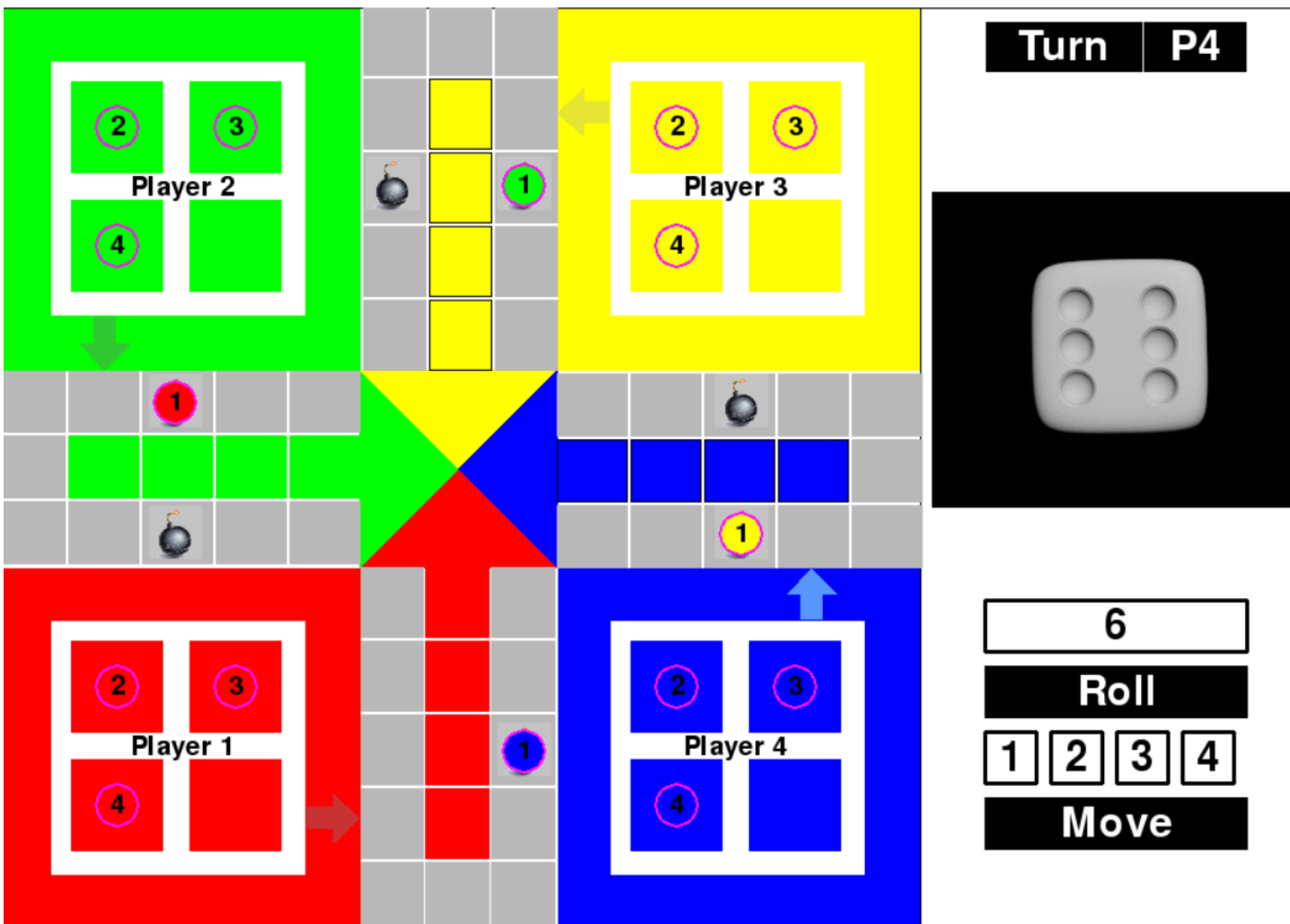
To move a token,
click on Move button.



If you throw an 1, then a **star** will be placed. When you pass the star, you need can have a short-cut to get closer to the destination.

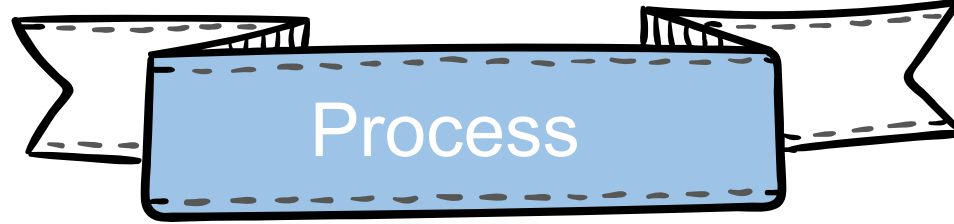


Ludo Board



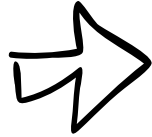
If you throw a 6, then a **bomb** will be placed. When you pass the bomb, you need to play a **rock-paper-scissor**.

If you lose, you will **return to the starting point**.



step
1

Capture the player's
gesture.



step
2

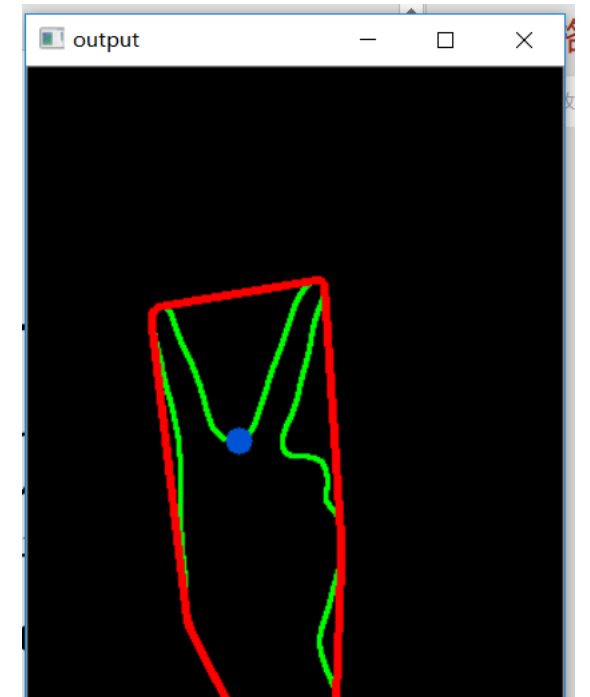
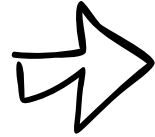
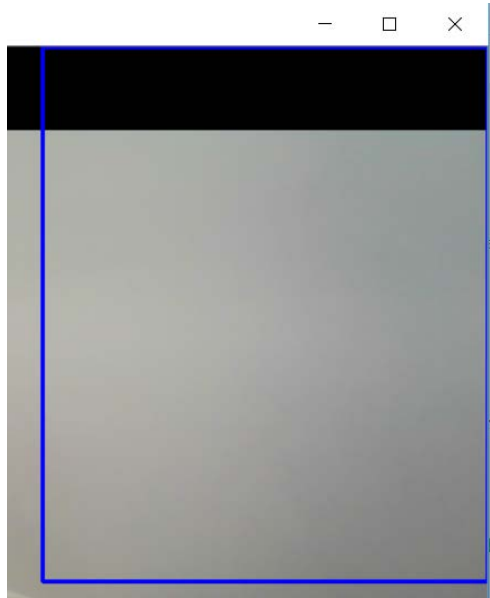
Let the computer and
the player play the
game and get the
result.



step
3

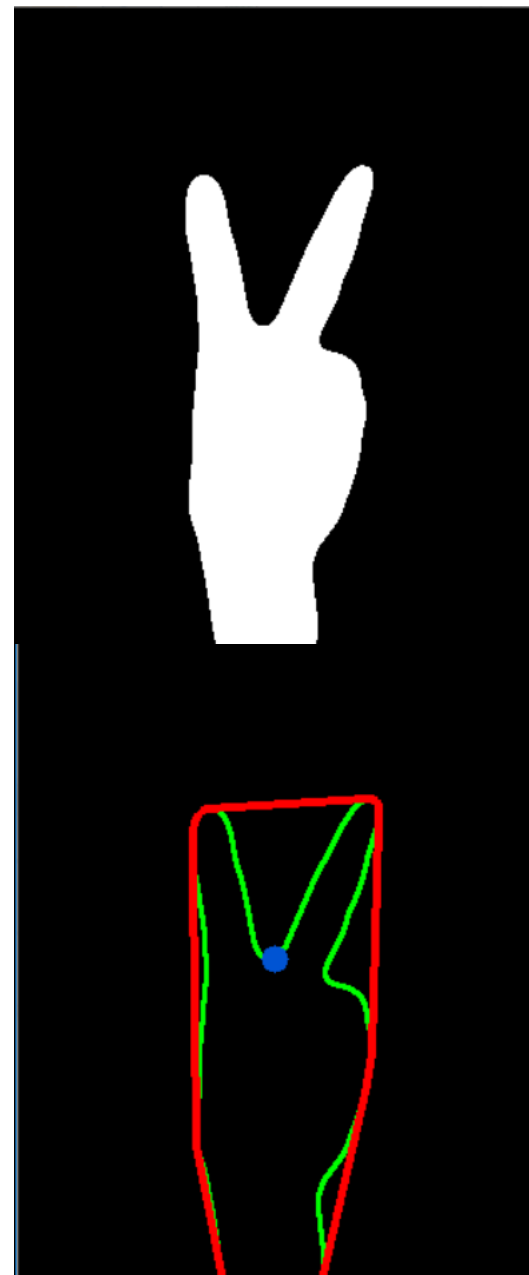
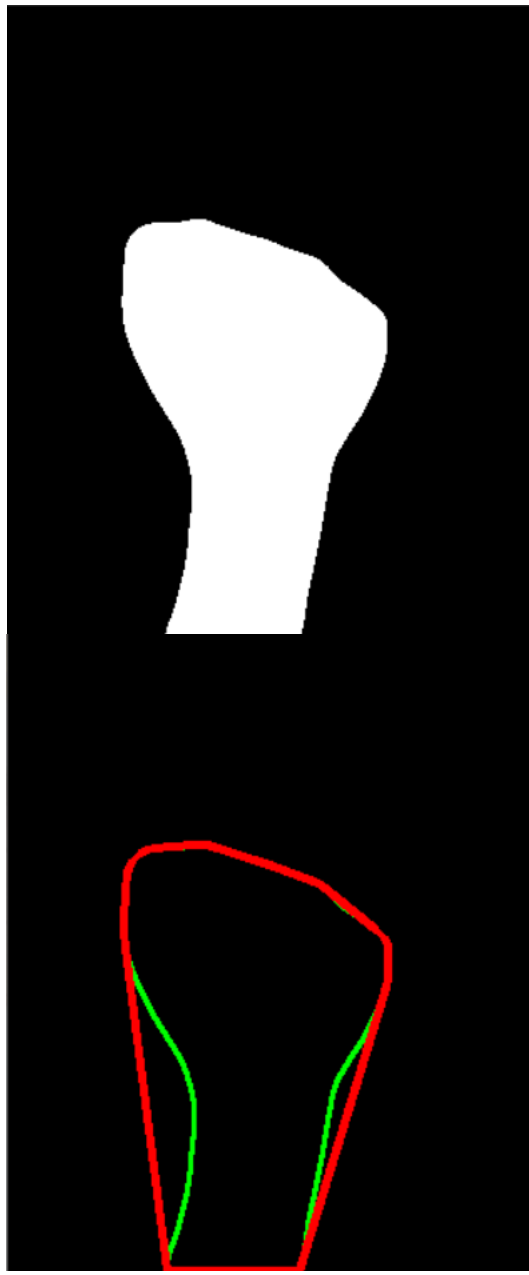
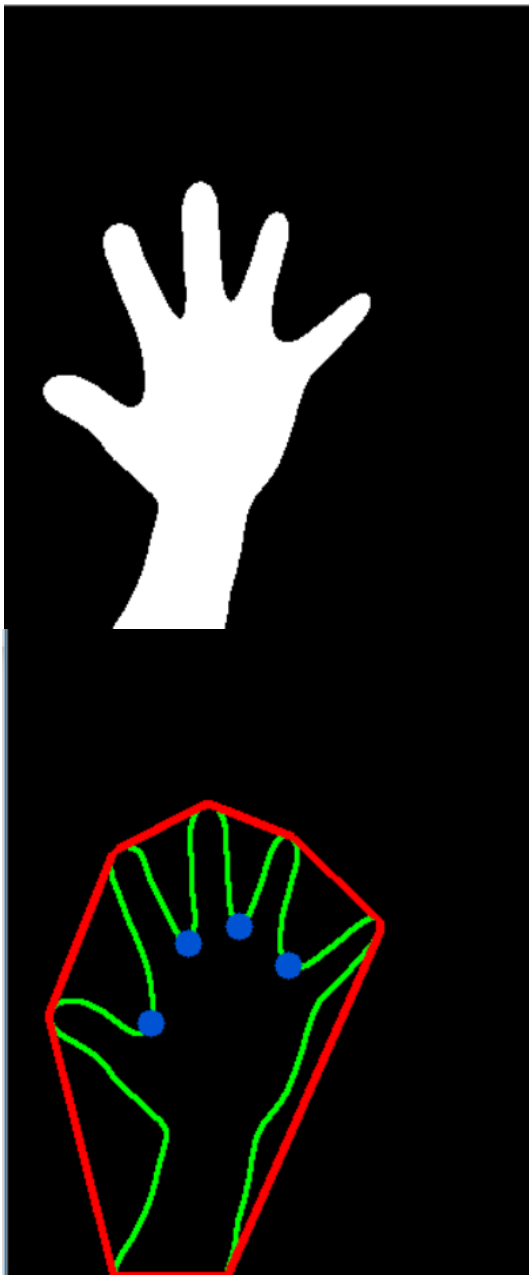
Computer and the
player move forward or
backward on the map.

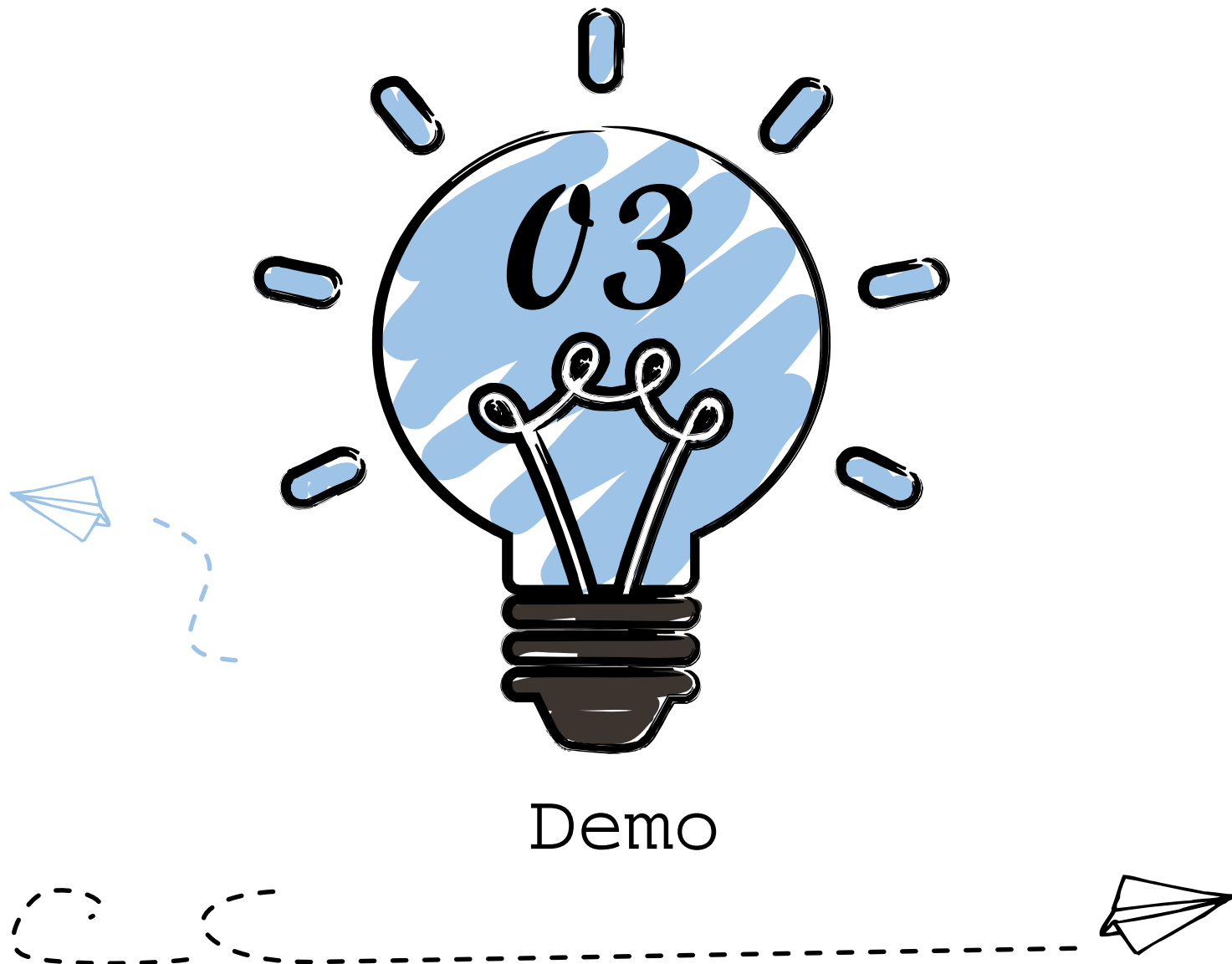
Process



Capture the background.

Capture the player's gesture.





Demo Time

“
LET'S PLAY THE GAME!
”



designer can use default text to simulate what text would look like. If it is not real text. designer can use default text to simulate what text would look like. If it is not real text.