

BSc Software Design (Game Development)

Year 3

Game Theory

CA Submission Guidelines

Submission

Submission to be made through Moodle.

Deadline is 5:00pm Friday 16th December 2022.

Content to be Submitted

The submission should contain three parts:

1. Screen Captures/Video Segments/Saved Images of the object detection undertaken.
 - I. If external images/videos are used, links to the original images should be included.
 - II. Samples of images per classification type should be provided; e.g. if face detection and license plate detection was undertaken, then appropriate images of each classification should be provided.
2. In terms of the software used:
 - I. A tech stack should be submitted. This list to include the OS type, Environment used (with version number), Packages used (e.g. OpenCV, Numpy, Scikit-learn, etc.) with versions numbers, language distribution (e.g. Anaconda), etc.
 - II. A list of classifiers used (e.g. haarcascade_frontalface_default.xml, haarcascade_eye.xml, lbpcascade_frontalface_improved.xml, etc.)
 - III. The Python code used in the detections.
3. A brief report of the work done. This to include
 - I. An overview of the work done.
 - II. The choice of detections realised and the reasons for choosing these detection types; e.g. if you decided to detect cats in images, why you chose this classification type and where you obtained the trained classifiers.
 - III. Issues and problems encountered.
 - IV. Conclusions reporting what you learned using Python and OpenCV, etc.

The submission should also include a signed AIT Plagiarism form which is available on the Moodle page.