

Infi-Fly

A Game that you can play
Just by moving your hand

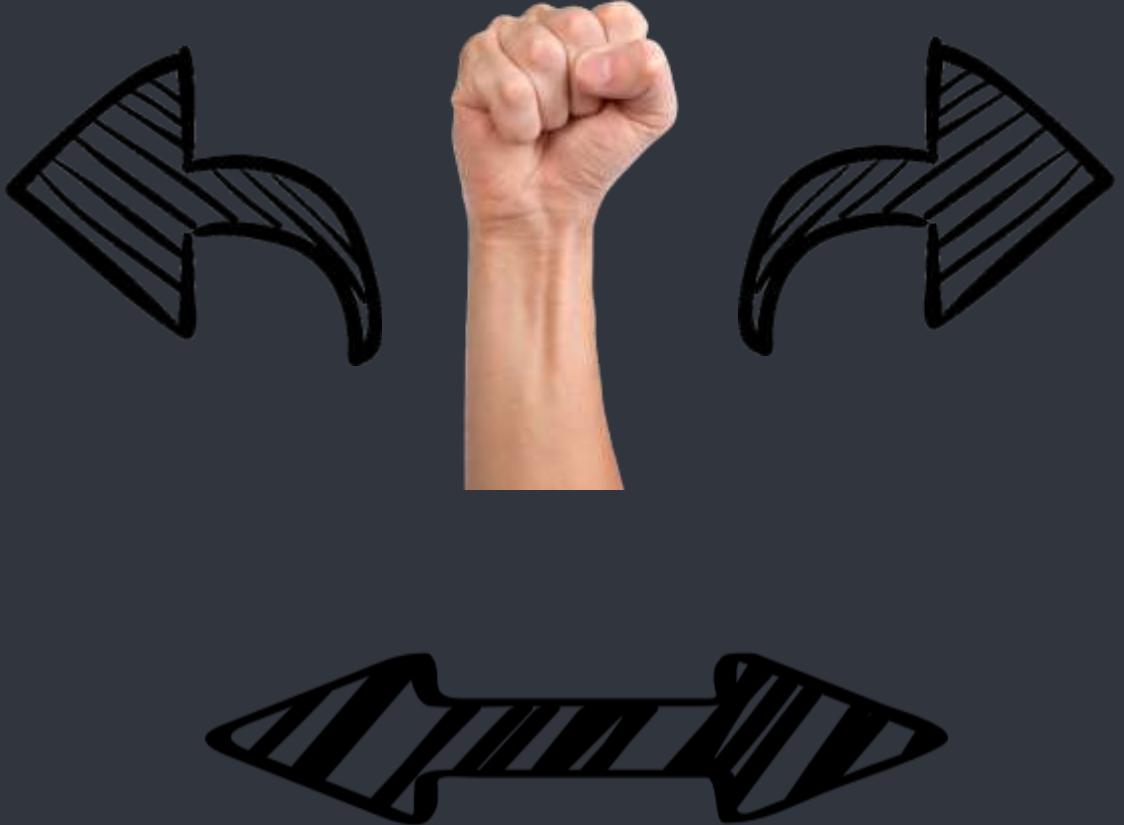


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information

Project Goal

Project goal is to develop a game which user can play/control the game object by hand movement. Here, we create a game in which user can control a ship which is flying inside various tunnels. User's challenge is try not to hit by any asteroid.



Technologies



Python – Panda3D

Panda3D is 3d game development engine which uses python for programming the game logic



There so many features
3d object animation <-
Collision detection <-
Multitasking <-
Etc.

Python – OpenCV

OpenCV(Open Computer Vision) is Open source library for object detection, object tracking etc in image or video. It also includes several machine learning techniques.



Cam-shift <-
Mean-shift <-
Haar cascade classifier <-
Etc.

Tools

VS Code



Photoshop

FL Studio



Blender

Features



Play using
webcam



Play using
keyboard



Speed Boost
[x]



Slow-Mo [Z]



Save High
score



Automatic
Speed UP

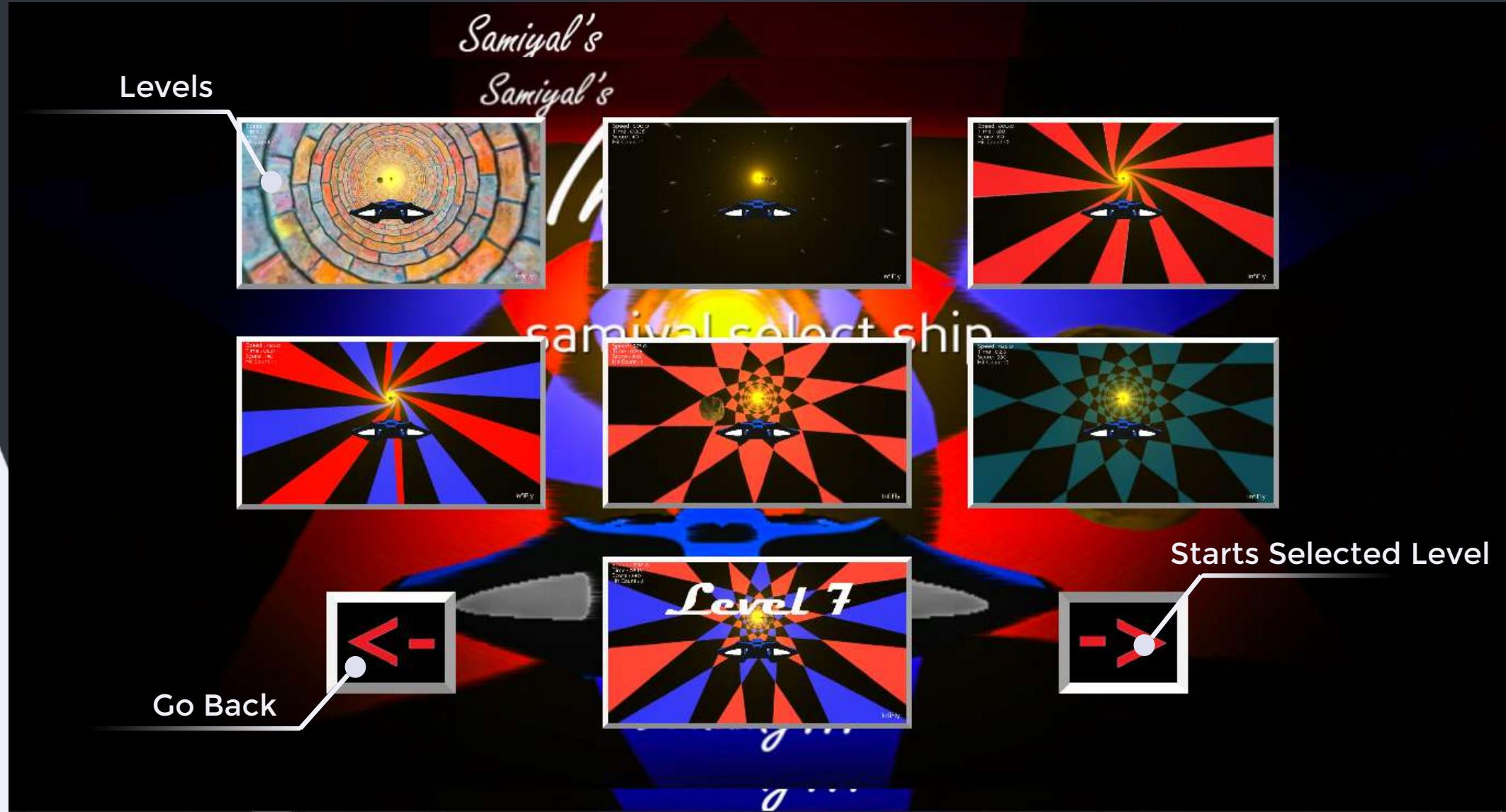
Camera Selection



Ship Selection



Level Selection



INFO

Speed :
Time :
Score :
Hit Count :
sam => 137



Press [Space] to start

InfiFly

Level Selection

High Score

Hit count

Speed : 525.0
Time : 00:47
Score : 2444
Hit Count : 1
Samiyal => 2444

[I]nfo of Key Controls

[z] to Slow-mo ship.
[r] to play/pause Game.
[x] to Boost-up ship.
[i] to Info show/hide

Press r to Resume The Game.



Restart Game

Restart Level

Change ship

Return to menu

Exit

Close the Game

InfiFly

Thank You