# Gaming controls using gestures

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# Introduction:-

- Why do we need gaming controls using gestures? The answer to this question is, in normal gaming we use the controls by pressing it, to provide ease to the user we are developing controls using gestures which will be interesting as well.

- In arcade, action and racing games, players usually control the game with the help of keyboards or joysticks.

- This may be hectic for some people, so using the gestures there will be a little physical exercise and it will be more interactive and affordable.

# Existing System



- We use a traditional keyboard, mouse and console since long time. According to today's technology, it feels more unnatural to play most of the games.
- Nowadays, players would like to be involved in the game. Physical control devices can't fulfill that requirement.



- We are having some consoles from companies like Sony, Microsoft, Oculus, Which use virtual reality in their gaming systems. It gives us a more realistic experience of gaming. But they are expensive and only accessed using high-end machines. Most of the people cannot afford that.
  (More devices)

# Objectives:-

- To Detect, Recognize and Act accordingly System.

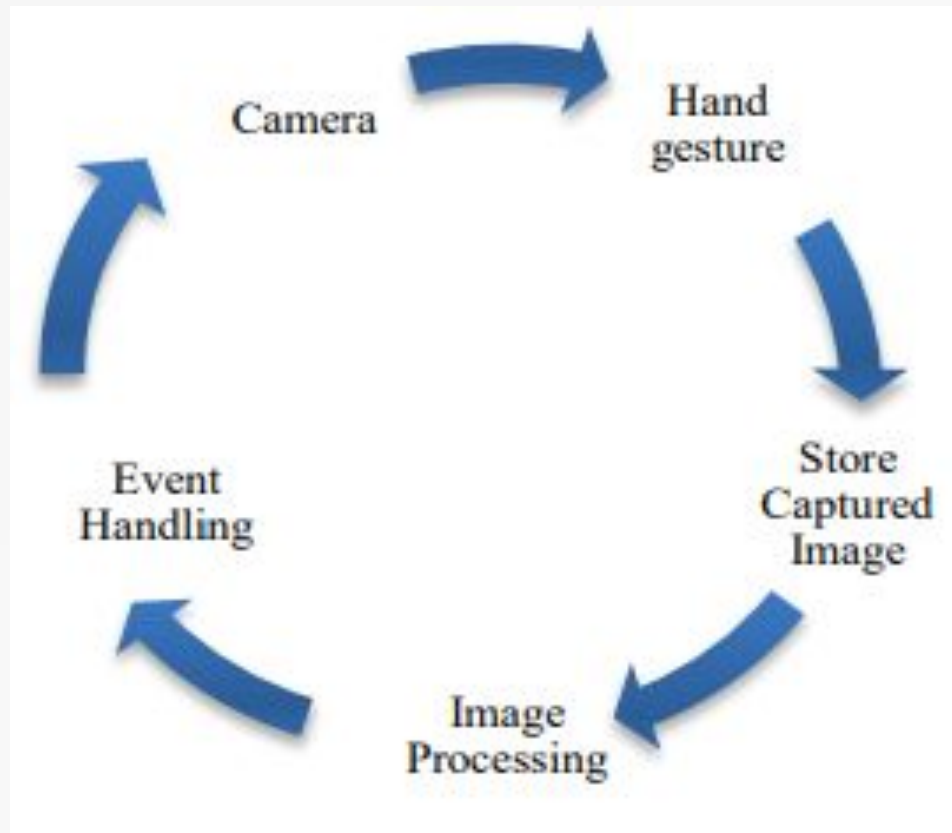- To provide low-cost, interactive and color image acquisition system.



- To reducing wired connections and External Devices.

- To achieve portability.

- To make gameplays more interactive than a traditional way.
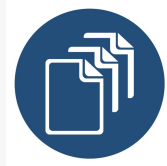
# System Design:-

❖ System Flow:-

# Inputs and Output

❖ Input :

- Integrated Camera.



- Live web-cam images.



❖ Output :

- Respective moment in gaming will perform.

## Advantages

❖ Reduce external Interface:-

The Advantage of System is to reduce external interfaces like Mouse and Keyboard.

❖ High Portability:-

The proposed System reduce the working of external interface like keyboard and mouse so it makes it high portable

❖ Reduce cost:-

Gamers don't have to buy expensive controllers like joysticks, high-end keyboards or mouse, etc.

# Future Scope

❖ We can extend this project for big games with multiple in-game features and moves for games like GTA, Call Of Duty, etc.

❖ Also, we can implement this project for normal computer use as a alternative to failure of mouse or keyboard.

❖ We can implement this for multi-players games within single camera.

# Conclusion

❖ The proposed work will help to modernize the traditional ways of playing games.

❖ This would lead to a new generation of human computer interaction in which no physical contact with device is needed.

❖ Project can be used for other purposes too.

# Thank You

## Do you have any questions or suggestions for us?