

FINGER CRICKET



Team: WastedPotential

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This game is an effort to help you recall your childhood version of Cricket, which you used to play with hands.

MOTIVATION



Remember when we all used to play little dumb games in recess breaks and under the desk hiding from our SST teacher. It was not the game itself which required sophisticated strategy but the simplicity and ability which made it fun playing it with friends. We wanted to create a virtual version with same level of engagement as original ones had. Since we are sitting in front of our keyboards

KEY ELEMENTS



1. Gesture Recognition via Web-Cam

2. UI Interaction

3. Gameplay by AI



TECH STACK

Opencv (Enables computer to see)

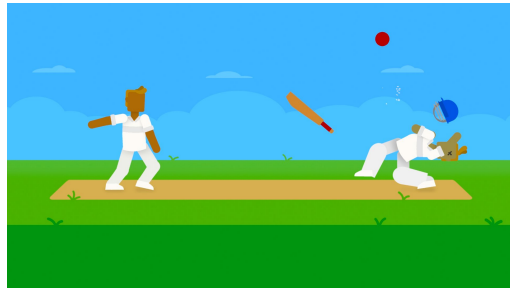
Mediapipe (Google's AI based interaction recognition)

PyGame (Making an interactive UI)

And overclocked brains of 4 IIITians.



CHALLENGES FACED



OpenCV: The images are processed as 2D arrays. It was very difficult to extract information with intended accuracy.

PyGame: Making a UI is time taking. Completing it within time limit was a challenge.

MediaPipe: Documentation for this under development API was scare. We were forced to try to achieve desired results.

FUTURE PROSPECTS



- An real-time online multiplayer version of this game will can unleash the potential of this project fully.
- With a better UI we can provide support to play this on smart TVs, Playstation, it would be an encouraging push to Growing field of Human-computer Interaction.
- More games can be virtualized using this principle which will promote healthy gaming habits in children as well as adults, maybe finally parents will also play games with their children.This can take place of modern day party games. Possibilities are endless.

DEMO TIME!!