Mimic Me! Report

I've implemented a simple version of Mimic Me! game. Each emoji is shown for 100 frames during each a player has to mimic a given emoji for at least 4 consecutive frames.

The following features were implemented:

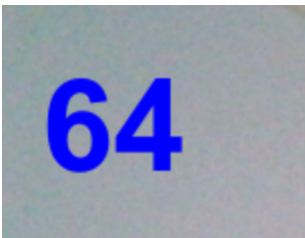*Facial features tracking and emoji display*   *Control panel*

Preparation message

Counter showing time to go

Success notification

Failure notification

The game itself is structured as a simple finite state machine with the following states (implemented in the advanceGame() method):

0 – initial state; moves immediately to preparation state
1 – preparation state lasting 30 frames where 'GET READY' is shown
2 – the emoji sensing method, main state of the game. If a matching emoji is detected on a face, it starts countdown of 4 frames which the player needs to keep (this is to avoid fluke detections). If emoji is matched during this time, then game moves to success state 3. If time runs out, the game moves to state 4 (failure)
3 – success state where score increases and 'AWESOME' banner is shown; game continues, state 2
4 – failure state where 'FAIL' banner is shown; game continues, state 2