A Rubik’s cube based on Gesture Detection:

For the final project, I will achieve a small 2-dimenssion Rubik’s Cube game based on Gesture Detection trained by myself. The original works will mainly focus on the model training and game strategy design.

The 4 main challenges for this project will be indicated below:

1. Simplify and implement the basic strategies and rules for the Rubik’s Cube game, and make it playable with several simple gestures;
2. Train the needed gesture detection model;
3. Link the detection result to game strategies;
4. Link game actions to fame(layout) changes;

The Final Application will contain 3 main parts:

1. Game model
2. Layout and Layout reactions
3. Object Detector with Camera Fragments