Flappy Person
6.111 Final Project Abstract
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Flappy bird is a mobile game in which a player controls a bird's flight height to avoid obstacles. Pressing on the screen for a longer period of time allows the bird to fly higher, while letting go causes the bird to fly lower. This project will bring the mobile game to life using a video camera to detect a player's motion, and controls the bird based on the speed at which a player flaps her arms. The FPGA will render an image of the bird flying through an environment, and display the flapping motion of the wings according to the player's speed.