

# Template Matching 5p

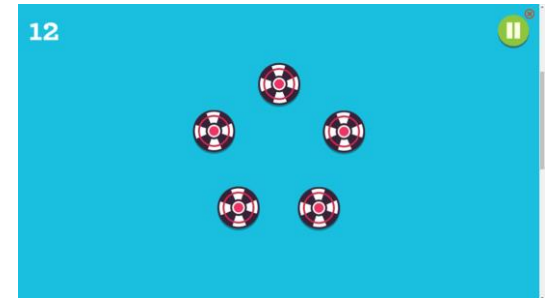
- **TASK 1 – single-scale template matching - controlling the game via template matching**

- <https://www.addictinggames.com/shooting/dart-master>

- <https://www.marketjs.com/item/dart-master>



- some phases of the program:
  - prepare/load template
  - continuously taking screenshots from the game
  - finding the template in the screenshot
  - mouse event to the centre of localized template



- you could also try combine template matching with colour thresholding from the previous lesson and compare results
- to obtain better results, you could try some form of tracking

- **TASK 2 – multi-scale template matching**

- create a similar version of program for controlling the following game:

- <https://duckhuntjs.com/>

- try create more templates

- + different scales

