Eye gaze tracking for screen controller

Hardware design

# Laptop

The laptop should contain following components:

1. Moderately powerful gaming GPU
2. High frequency CPU, at least 4 hardware cores present
3. At least HD webcam with at least 24 frames per second

# GPU requirements

I believe something in the range of gtx 970 to gtx 1050ti will be required, as computational requirements of the system will be high due to load from the game and from the screen controller as well.

# CPU requirements

CPU shouldn’t be too good, the only requirements are to have at least 4 cores and have frequency higher than 3.0GHz at boost.

# Webcam requirements

I believe webcam on my laptop is of sufficient quality. I’m not good at webcams, so the only thing I can say is that I have a good webcam already.

# Poster

There should be a poster which has precisely known dimensions of the picture on it, in millimeters. The poster should also be attached to a stationary object so that user, webcam, poster, and screen are relatively stationary to each other.