

Report

This project is based on Leapmotion equipment and is a project consisting of two casual mini-games. This game is a novel body interactive casual relaxation game, players will experience in the relaxed environment and the background sound of the atmosphere of relaxation.

Description

Game Category: Leisure and Entertainment

Platform: Windows & Mac

Screen type: 3D

Development Framework: Unity

Equipment required: LEAPMotion

Interaction mode: Gesture control

Art and mus

Art

- 3D stereo, bright colors
- Rich natural flavor, the scene is scattered with various natural elements, such as the dark blue sea of stars in the beginning interface of the game, the forest and lawn in the background of the two mini-games.

Music

- The rhythm in our game is light, so that players can enjoy a relax environment.

Game Contents

Start

Players will first get in the menu, on which player can make choice through gesture.



Blocks

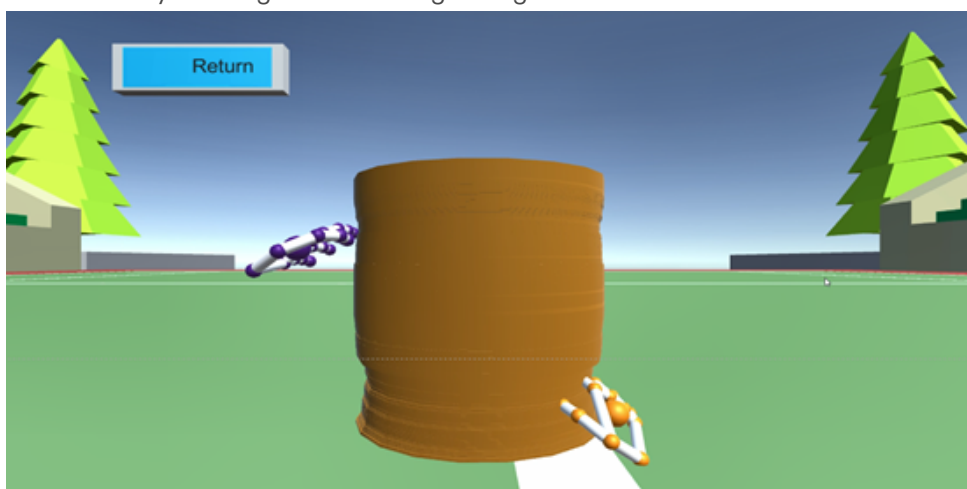
If the game of blocks is chosen, the player enters the interface of blocks and moves the blocks by gesture induction.

The goal is to extract as many blocks as possible without toppling the tower.



Ceramics

If the ceramic pinching game is chosen, the player kneads by sensing the hand and the model and by rotating the ceramic grinding tool itself.



Features and Advantages

- There is no time limit, no shape limit, and therefore no winning or losing judgment, which is quite different from the real competitive world. This allows players to feel relaxed and happy .
- The interactive mode is attractive. Users interact with the computer through gestures without using any tools, realizing the real "can play as long as you have hands" and getting rid of the restrictions on game gamepad, mouse, keyboard and other devices.

Weaknesses and areas for improvement

Due to the tight production time, this game has the following points to improve.

- The UI design of the interface deserves more detailed treatment, such as the color matching of the interface, the rendering of the scene, etc.
- Ceramic game can be set to change the ceramic material and pattern, so that the game can become more autonomy. Players can experience a stronger sense of participation and creativity.
- The materials of blocks and their interaction with gestures in the game can be optimized to make the blocks less cohesive and easier to extract.

Contribution

1750637Xiu Lei	Finished the production of the ceramic game, and guided the production of blocks game.
1854025 Yang Jing	Finished the production and embedding of the entire game UI, as well as the writing of the document report.
1952737 LI Zhiruo	Finished the production of building block game and PPT production