The Kinect gesture control was not an easy thing to implement. There is little to no helpful tips or hints on how to successfully add it so that the game maker can implement a Kinect into their game. However, with some hard digging, we were able to resolve this issue and download all the necessary parts to have the Kinect work correctly. As the game maker, you have to install the SDK for the Kinect and also some extra files that, conveniently enough, are located on the Microsoft Downloads tab. With these tools in hand, we were able to start implementing the gesture control into our game. With these tools comes the Body Frame, KinectView, and GreenScreen assets which need to be imported into the Unity assets. There also has to be a file that detects the joints themselves. The DetectJoint script that we wrote has all of the code that detects the users body moments (or gestural movements) and relays that to our paddle objects allowing the user to move the paddles left and right if using the first person display or up and down using the third person display. It picks up on a personal skeleton of the user or the game maker for testing and allows them to see just how they look to the Kinect. The Kinect comes with a JointType enumeration which allows us to use all kinds of body parts for our movement such as our head, shoulders, wrists and elbows. For this, we used just our hands. After all of this is implemented using the code and testing, we are able to move the paddle in the game both ways according to how the camera is angled. Thus, giving us the ability to move the game paddles with just our hands in the game rather than a mouse and keyboard.