Sprint 04 Progress Report

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The goals set for sprint 04 were to implement gestural control via the Kinect, to begin the development of a database which stores statistics about the game’s players, and to create an interactive title menu for the game from which the user could load the game.

Implementing the gestural control via the Kinect was challenging because the process of doing so featured many unfamiliar parts. After much research into the Kinect SDK and its integration with Unity, we implemented gestural control of the paddles. During the coming sprint we could implement gestural control of the navigation menus.

We began development of the statistics database. We have recorded wins and losses, but the visualization of those statistics is not presented to the player as we ultimately want it to be. During the coming sprint we can make those and other statistics accessible by navigating to a statistics visualization menu where they will be displayed.

We have researched scene selection in Unity which would allow the user to navigate from menu to menu, from menu to game, and from game to menu. However, we have not yet implemented scene selection. It does not seem like an extraordinarily difficult task, but the implementation of the Kinect and the development of the statistics database consumed so much of our time that not enough was left for the implementation of scene selection.