

# **Gesture Based UI Project Design Document**

**by**

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# Introduction

For our project for the module Gesture Based UI for the course Software Development, Antaine O Cognhaile and Brendan Toolan decided to do a voice recognition. Originally both of us were to make our gesture based project using the hardware Myo but however due to the outbreak of Covid-19 this meant that we both did not have access to the Myo hardware that would of have been needed to develop our original idea and both of us had to go back to each of own houses. So we both decided to change up the project by using voice recognition as we would both have access to voice recognition programs on each of our laptops/computers. Our project is a game made using Unity and with the programming language 'C#'. We picked C# as it is easier to use with Unity. The game will consist of the player trying to navigate through a maze to reach the end of it. Once the player gets to the end, he/she/they will advanced to the next level. While the player goes through the maze, there will be obstacles for them to avoid. There will also be enemy players that will try to catch the player in the maze. The player will nagivate through the maze by using voice recognition.

## **Purpose of the application**

## **Gestures Identified**

## **Hardware Used in creating Application**

## **Architecture for the Solution**

# Conclusions & Recommendations

## References

- <https://www.youtube.com/watch?v=-igoV67B5h8>
- <https://www.youtube.com/watch?v=VnG2gOKV9dw>
- <https://www.youtube.com/watch?v=b4oqOdBCy3c>
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