# Gesture UI Project Submission Document

## Github link:

This is the github link that we worked on it contains everything required in this project.

<https://github.com/SammarTahir/Bomb-Defuse>

## README:

The readme information on what game we chose to play the “how to play”, “how to run” and our developer diary to show how we worked on the game and how it was developed.

<https://github.com/SammarTahir/Bomb-Defuse/blob/master/README.md>

## Game Video:

This is the video of us running the game, explaining the outcome of each action and running through the code that was developed for the game to work.

<https://github.com/SammarTahir/Bomb-Defuse/blob/master/Video.mp4>

## .exe game file:

This is the game exported and available to run on Windows. Its the game completed without the use of Unity.

<https://github.com/SammarTahir/Bomb-Defuse/tree/master/BombSquadGame>

## Game Design Document:

This is the design document of the game. It goes through the following topics

* Purpose of the application
* Gestures identified as appropriate for this application
* Hardware used in creating the application
* Architecture for the solution

<https://github.com/SammarTahir/Bomb-Defuse/blob/master/DesignDoc.pdf>

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