**Note: I don’t want to put this as part of the requirements for now. Treat this as a check list for what you need to be developing for stage 1.**

* The program should be able to detect the user’s hands when placed on the leap motion. You two can decide on how big the space should be for the “stage” of sorts.
* The program should be able to highlight fingers that are currently on the screen. The highlight of each respective fingers is done by pressing 10 different keys on the keyboard (unless you have 6 fingers on each hand then you would need 12 different keys O.O). For example, for the left hand, for the thumb you could use the key “1”, for the index finger you can use “2” and for the middle finger you can use “3” and so on until you have covered all your fingers. (This is done this way to ease testing in the future)
* After pressing a key on the keyboard and highlighting the finger which it is supposed to, you should then detect the movement of the highlighted finger. Try to detect a SIGNIFICANT amount of movement.
* The program should then be able to display random alphabet objects on screen. There are ~~25~~ 26 alphabest. I mean alphabets. Just making sure you know that. I think it goes like A B C D E F G H I J K L M N O P Q R S T U V W X Y Z.
* After all these steps above, the next part would require you to apply what you two have been assigned to work on last week, which is linking the alphabet that is shown on screen to the correct finger (At this step, you probable want to back up the code where you can highlight the fingers using keys on the keyboard). The left, small finger on our hands would probably be typing Q, so highlight that finger when Q is prompted.
* The last step would be where you complete the game. As the alphabest are prompted, only move on to the next one when a significant motion has been detected on that particular finger. That is all for now.