Features:

* The user can control the game using hands’ motions
* The user can create new custom set of motion control
* The user can select items in menus using voices
* The user can use voice to activate power ups
* The user can race against computer control player
* The user can create a game room
* The user can join an existing room to play with others.
* The user can race on a racing track with power ups rings to guide their path
* The user can see screen effects. For example, flashing red when the in-game character takes damage.

Bugs:

* The computer controlled players sometimes go off track or circle around a point
* Motion control is resource intensive, thus, on machines with low specs, the motion control is slow

Instructions to build:

* You can play by opening the exe file Build/MagicHands.exe
* If you want to rebuild the game from the source code, you’ll need to install Unity:
  + Use Unity to open the game folder
  + When the game is opened, choose File -> Build and Run
  + Copy Assets/Quang/python\_scripts to Build/MagicHands\_Data/Quang/python\_scripts
  + Play by opening Build/MagicHands.exe