The project I have created was based on the following video series tutorial:

YouTube. (2019). *Learn How to Use LeapMotion in Unity - YouTube*. [online] Available at: <https://www.youtube.com/playlist?list=PLnTTrMDXCsLpjeAYUXdgcpuGBWZSp7vyS>

[Accessed 19 Feb. 2019].

As stated in the mentioned tutorial, I have downloaded the Leap Motion Core Assets, Leap Motion Interaction Engine and the Leap Motion Orion from the Unity page of the official website:

Leap Motion Developer. (2019). *Unity — Leap Motion Developer*. [online] Available at: <https://developer.leapmotion.com/unity/#5436356>

[Accessed 19 Feb. 2019].

I have also made use of these tutorials in order to create my project:

Leapmotion.github.io. (2019). *Unity Modules: Interaction Engine*. [online] Available at: <https://leapmotion.github.io/UnityModules/interaction-engine.html>

[Accessed 19 Feb. 2019].

Unity. (2019). *Colliders as Triggers - Unity*. [online] Available at: <https://unity3d.com/learn/tutorials/topics/physics/colliders-triggers>

[Accessed 26 Feb. 2019].

Among these tutorials, I have found a video which fit the brief I was given, and I have used it to get an idea about how the final product should look like:

YouTube. (2019). *Leap Motion for Parkinson's Disease Rehab*. [online] Available at: <https://www.youtube.com/watch?v=nTFJmYP60Tk>

[Accessed 19 Feb. 2019].