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電機07
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HCI Computing Experiment

Kinect Motion Game

Details in the video

https://youtu.be/hQqEuyBpGZc

Outline

Slides
Basic action demo 2:25
Compete with computer 3:48
Conclusion 5:47

Motion Control ?

Reactive experience

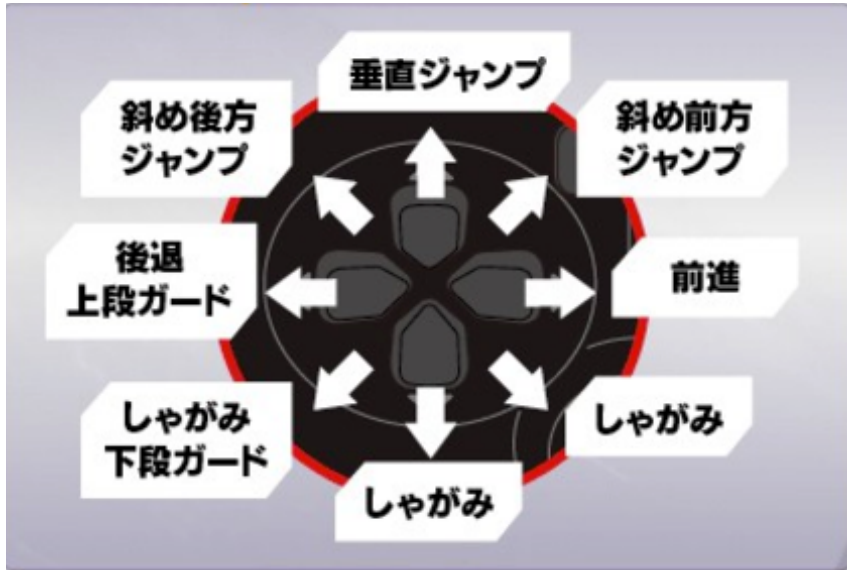
Intuitive control

Exercise

Game choice？

STREET FIGHTER V

Control



Direction

punch、kick
(light/medium/heavy)

Is that all in SFV?

Special moves!!!

Exchange of technique and physical strength

隆 RYU

Mid punch

Mid kick

Front heavy punch

Back heavy kick

Special moves

D E M O

Conclusion

Motion precision, Action conflict

Switch between left and right side

Balance between exercise, moves and difficulty