

## CS211

# Milestone #3

20 June 2016

For this final milestone, you should submit the tangible game that you have developed over the semester. If you have done what was expected for milestone 1 and 2, then you only need to complete the instructions from week 11 and 12. As it is mentioned in the last part of week 12, the final step is to integrate the tangible and virtual parts, so that the player can use the board to maneuver the sphere on the plate.

### CODE SUBMISSION

Like for the other milestones, we ask you to submit your Processing project (`.pde` files) via Git. We expect your submission to contain a sketch named `TangibleGame` that is the main sketch of your game.

When your code is ready for submission, **tag your git repository** with the tag `milestone3`:

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```
$ git tag milestone3
$ git push --tags
```

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(if you made a mistake, re-tag your repository as desired with `git tag -f milestone3` and 'force' push it: `git push -f --tags`)

Then, submit the public URL of the repository on Moodle (under *Milestone#3*). Check that we do have the right to clone it! GitHub repositories are public by default, but not necessarily other git hosting services.

## Checklist

We will check your submission by running it on a video that is available on Moodle, under the *Week 14* section `testvideo.mp4`. Instead of using the camera stream, your application should take this video as input. You can use the following code to load the video:

---

```
import processing.video.*;

//...

/*Capture to Movie in declaring the video class*/
//Capture cam;
Movie cam;

/*In the setup()*/
//cam = new Capture(this, cameras[63]);
//cam.start();
cam = new Movie(this, "testvideo.mp4"); //Put the video in the same directory
cam.loop();
```

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For more information see: <https://processing.org/reference/libraries/video/Movie.html>



#### Note

The code above uses the relative path to load the video. If you did not manage to load the video this way, try to use the absolute path.

When running the Processing sketch, it should show a plate at the center of the screen, with the sphere on the center of it. The plate should tilt according to the movement of the board that your code reads from the video, and the sphere rolls on it naturally. Show the video on a corner of the displaying window. Also we must be able to add cylinders (or trees) on the plate at run time.



#### Note

Try to make the interaction as reliable as the methods that you learned in this course allows. However we know that because of the noise, it cannot be fully reliable.