

Jack of All Games: Shootout

By Jack Harrison

Introduction

Shootout is the first of many leap based mini games in the collection *Jack of All Games*.

You and a friend shoot it out in a leap motion controlled, virtual arcade-like machine.

Designed to be left running and used for a minute at a time with a friend.

The game should be rather intuitive apart from a few bugs for ease of use for any type of player.

Eventually, there will be a few multiplayer, one minute games alongside Shootout.

Code Example & How I Did it

```
if (fingersFound.get(i).getPosition().x > 740 &&  
fingersFound.get(i).getPosition().x < 810 &&  
fingersFound.get(i).getPosition().y > 520 &&  
fingersFound.get(i).getPosition().y < 600 &&  
fingersFound.get(i).getPosition().z > 25 &&  
fingersFound.get(i).getPosition().z < 80) {
```

```
pushMatrix();  
translate(x, 535, 60);  
pushMatrix();  
rotateY(PI);  
pushMatrix();  
rotateX(PI/4);  
translate(60, pU, -50);  
fill(30, 180, 80);  
beginShape();  
vertex(0, 0, 0);  
vertex(40*2, 0, 0);  
vertex(20*2, 0, 34.6*2);  
vertex(0, 0, 0);  
endShape();  
beginShape();  
vertex(20*2, 0, 34.60*2);  
vertex(20*2, 30*2, 34.60*2);  
vertex(0, 30*2, 0);  
vertex(0, 0, 0);  
endShape();  
beginShape();  
vertex(0, 0, 0);  
vertex(0, 30*2, 0);  
vertex(40*2, 30*2, 0);  
vertex(40*2, 0, 0);  
endShape();  
beginShape();  
vertex(40*2, 30*2, 0);  
vertex(40*2, 0, 0);  
vertex(20*2, 0, 34.60*2);  
vertex(20*2, 30*2, 34.60*2);  
endShape();  
beginShape();  
vertex(0, 30*2, 0);  
vertex(40*2, 30*2, 0);  
vertex(20*2, 30*2, 34.6*2);  
vertex(0, 30*2, 0);  
endShape();
```

Production Timeline

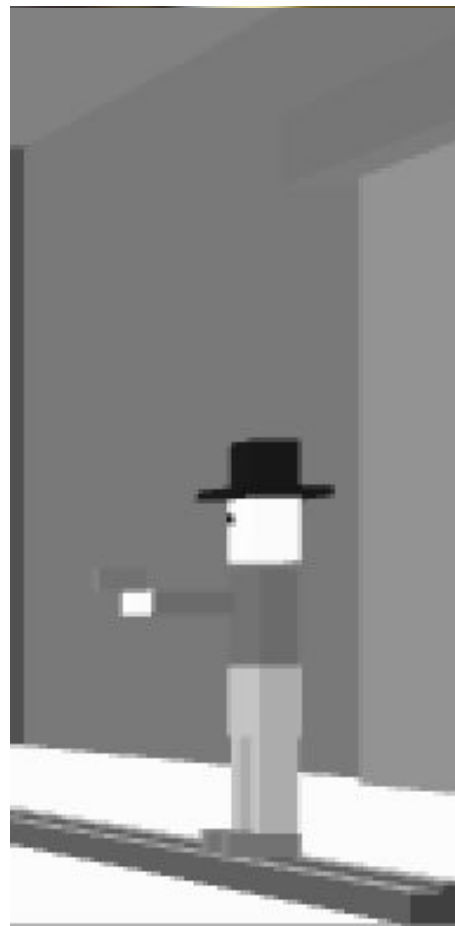
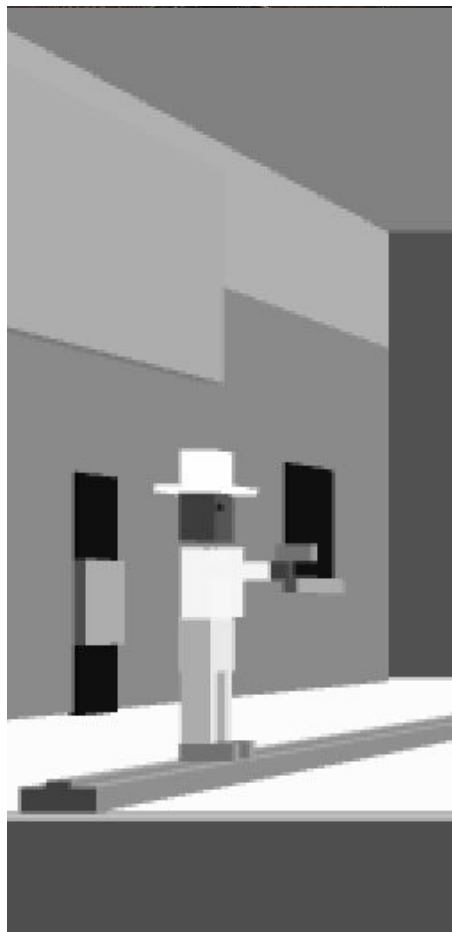
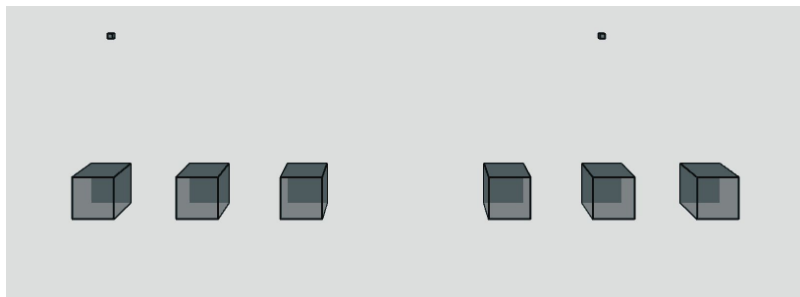
How I moved through my
Iterations

What was left Behind

- Physics Based
- .OBJ files
- Multiple Games

Reasons for removal of Components

1. Physics: Compatibility
 2. Models: Skill level
 3. Multiple Games: Deadline
-





Design & Research Creation

Shootout and in fact all leap motion games allow us to explore virtual worlds via 3D input. This will become very common in the future but right now there is a serious lacking. I learned about the satisfaction involved in both building and playing 3D games.

**The Game will now be
Demonstrated.
Thanks!**