

# Project - The Game Cube®

Techniques d'interaction homme-machine

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## 1 Introduction

## 2 Project

### 2.1 Objective

goal game : manage your stress level while tasks asked

### 2.2 Sensor data

moving average formula why use constant no peak directly translated into rotation comparison with....

### 2.3 Game design

missions etc

### 2.4 Blender

style

## 3 Evaluation

## 4 Conclusion