

Gesture Based ui project

Year 4 – Software Development



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**GitHub Repository:** [**[Click]**](https://github.com/Oskar-Ciebien/Gesture_Based_UI_Project)

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# Purpose of the application

## Main Menu

## Game Scenes

## Levels

## Pause Menu

## Death Menu

# Gestures identified as appropriate for this application

## Gesture Ideas

Our game idea allows for many gestures which could have been used in the game in different ways. Unfortunately, we could not have added all of them to our project.

The gesture ideas that we had during the planning phase of this project are as follows:

* Tap – For buttons, navigation, game control.
* Swipe – Pausing game.
* Swipe with another image – Moving the paddle left or right.
* Tilting / Freehand – Allowing the player to move the camera in any direction, to see the game board better at different angles, for example allowing the player to see where the blocks and the ball is headed.

## Gestures Used

There have been many gestures to pick from, but we decided to go with the following gestures as they suited our game the most and were considered by us as the most comfortable for this type of game:

* Tap
* Swipe
* Tilt / Freehand Movement

# Hardware used in creating the application

## Android Device – Mobile Phone

We have used our Mobile Phones as testing devices with the use of Unity Remote 5 application, which is free to be downloaded on Google Play Store.

After every major change in the game, we have built the game onto our android devices to feel the game better than while testing the game. More as a black box testing, which helped in familiarising with the game and coming up with more ideas and fixes for certain parts of the project.

## Unity Editor – PC

We have used the Unity Editor sometimes during longer developing periods, without the use of Vuforia components and instead using Main Camera.

Unity Editor allowed us to save a lot of time on testing and we used it only to test out simple features of the game such as, checking if the game changes scenes correctly and if the score and lives count are displayed as expected.

# Architecture for the solution

# Conclusions & Recommendations

## What has been achieved?

## What has not been achieved?

## What have we liked and learned?