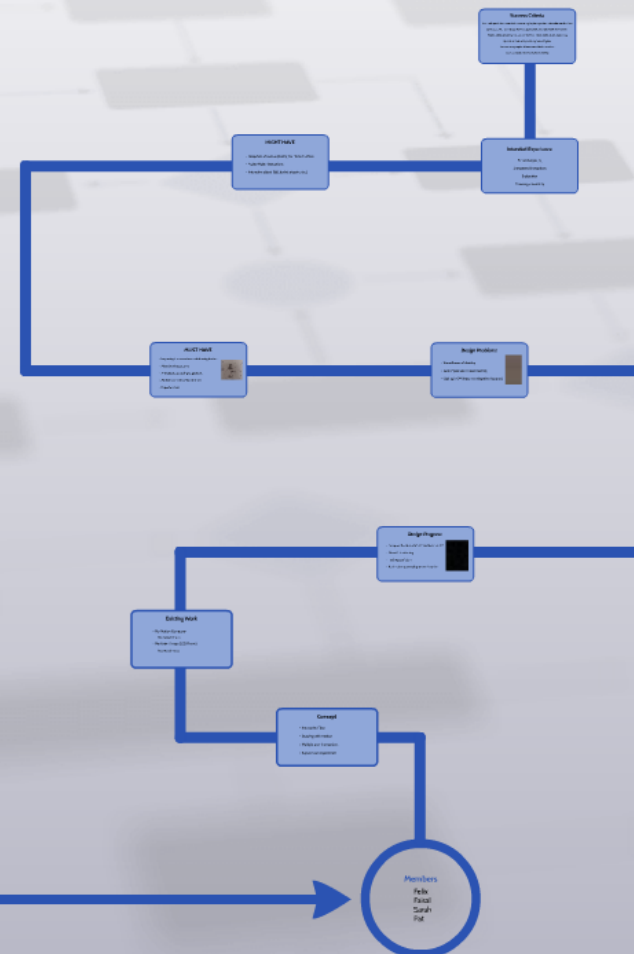
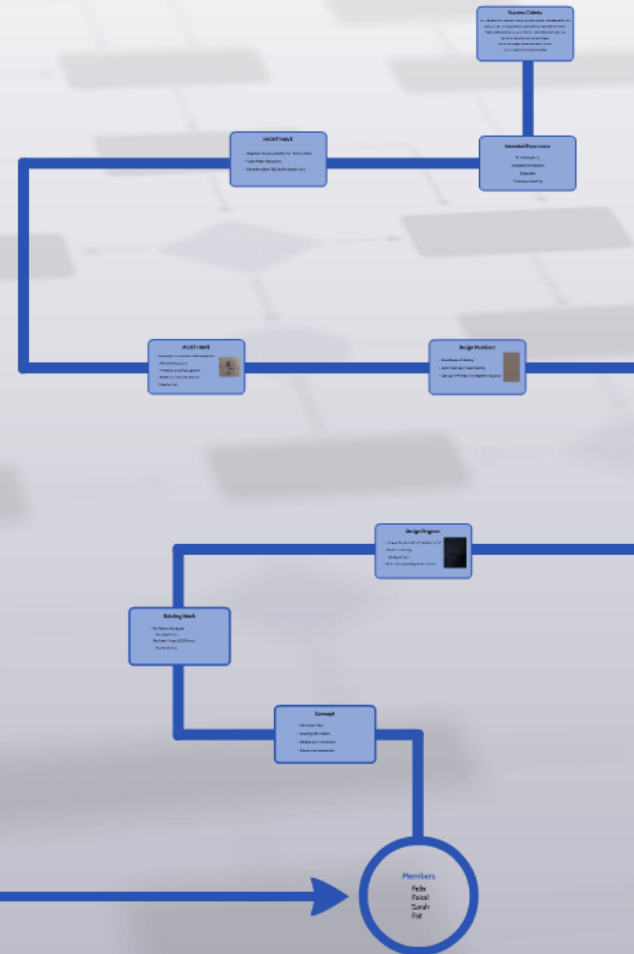


[ End ]



## Physical Play

[ End ]



# DECO3850

## Physical Play

# Members

Felix  
Faisal  
Sarah  
Pat

# Concept

- Interactive Floor
- Drawing with motion
- Multiple user interactions
- Explore user experience

# Existing Work

- Po-Motion Company

<http://goo.gl/S4NOV5>

- Mediatec Group (LED Floors)

<http://goo.gl/FTeu0a>

# *Design Progress*

- Scrapped the idea of AS3.0 and focus on C#
- Kinect 2 functioning
- Tracking user's joint
- Basic painting according to user's motion



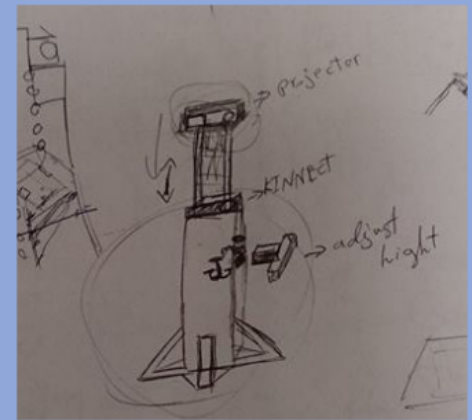
# *Design Problems*

- Smoothness of drawing
- Lack of precision in user tracking
- Coding in C# (Implementing other features)



# MUST HAVE

- Improving the smoothness of drawing feature
- More drawing patterns
- Animations according to gestures
- Multiple user interaction features
- Projector stand





# MIGHT HAVE

- Snapshots of users exploring the interactive floor
- Makey Makey interactions
- Interactive object (Ball, bucket of paint, etc.)

# Intended Experience

Fun and engaging

Unexpected interactions

Exploration

Encourages creativity

# Success Criteria

Users will spend a fair amount of time drawing/exploring various interactions on the floor

Some users will return to use the floor again (shows they enjoyed it the first time)

People will be spectating the users on the floor, interested in what is happening

Spark users' interest by catching them off guard

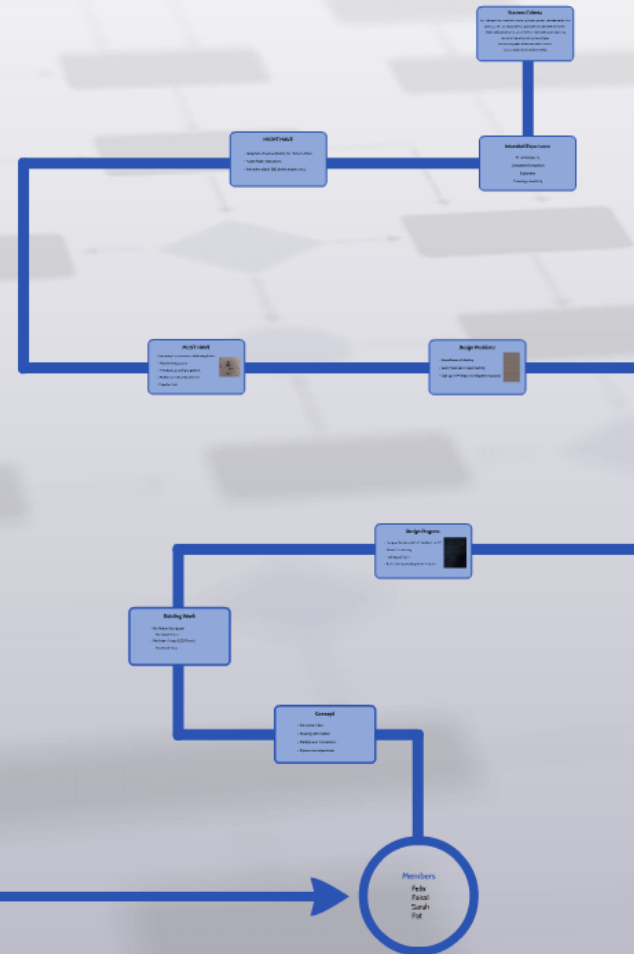
At least some people will work out all the interactions

User satisfaction for the quality of drawing



End

[ End ]



# DECO3850

## Physical Play