**Software Requirements Specification**

for

**LeapMotion-vJoy Driver**

*Version 1.1*

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# Overall description

## Product functions

LeapMotion-vJoy Driver provides an interface between the LeapMotion controller and vJoy virtual controller device for Windows. The driver currently supports the x-axis and two button control through the use of hand gestures. The user is able to roll their hand left or right to manipulate the joystick’s x-axis. They will also be able to accelerate and decelerate the car by opening and closing their hand respectively. This allows the user to control the basic functions of a controller with basic hand motions. This interface has a very specific use case in mind by primarily working for a racing game, but can be expanded by allocating more work into the product.

User characteristics

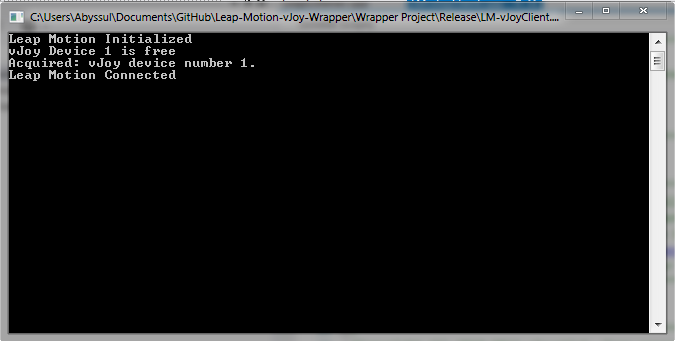
General User- Users should be able to use the LeapMotion-vJoy Driver to control a racing simulator that is able to use Direct Input. Users should be able to steer, accelerate, and brake the car using the LeapMotion.

Software Developers – Developers will be able to expand this code to work with games other than racing simulators; they will be able to use vJoy documentation, LeapMotion documentation and this software to build a driver that can be used for any video game that uses Direct Input.

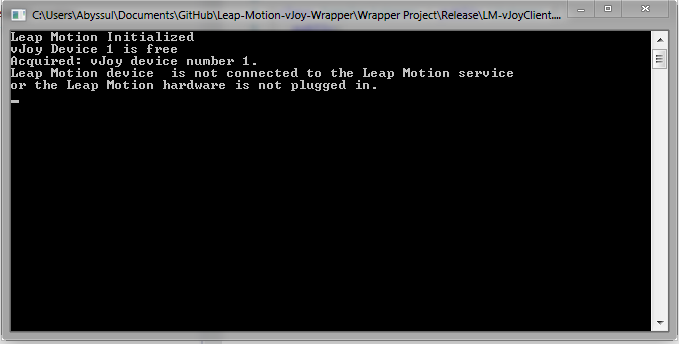
# External interface requirements

## User interfaces

Proper output when the LeapMotion device and vJoy controller are properly installed and connected:



Error output when the Leap Motion device is not connected:



Error output when vJoy driver is not properly installed:

