Competitive Analysis:

After searching for some projects. I found the idea in

http://www.collective-evolution.com/2013/02/24/the-powerful-practice-of-eye-gazing/

<https://www.youtube.com/watch?v=2s6WuexjM5k>

good feature: real time control by outside video; interesting human computer interaction and very easy to control

anti-feature: ugly picuture;

<https://www.youtube.com/watch?v=cfa1xUweRWM>

good feature: very interactive from user to computer

anti-feature: really easy to realize and really ugly design

The previous projects are really interesting. The main features of those projects are on motion tracking and dot tracking. Therefore I decided to do motion tracking or human face tracking like that. The eye gazing part is really interesting, but I still think the using OpenCV to track eye motion or facial motion is a little bit difficult and not that effective. Therefore I decide to do just feature tracking of the motion of human fingers.

The good part of the motion detection is that we can develop it step by step. But I still want to improve the design, because we can only control the Jet in the scree. In addition, we can also record the trace of our movement and make that like drawing things on the screen. In this way, we can define our game by ourselves. Create our own creatures and store them in the game.

<http://vimeo.com/80968380> Draw my things

<https://www.youtube.com/watch?v=Qu8afdF1OWY> paint Board

good feature: draw by yourself.

<https://www.youtube.com/watch?v=NkTuVIDu3a0> cursor redefining