

Project Name: Project Broomstick

Week of: 9/10 - 9/17 Week Three

Submitted by: Destiny, Alex, and Meghan

Brief Summary: Using simple Pygame graphics, our program draws a green circle which is able to move about a black background through Leap's reading the movements of a single, pointed finger.

This week:

(a) Our "wins"

- Leap motion commands are now triggering Pygame events such as drawing a circle and moving it around the screen accordingly.
- We moved the main program into a folder with the needed Leap libraries and pushed the folder to Git Hub. This way, the issues concerning missing modules should be solved.
- Gained some proficiency in using Git Hub for this project.

(b) Outstanding issues

- The Program crashes when Leap loses sight of the pointer.
- Movements become glitch-y and inaccurate on larger window screens.
- Pygame is not reading certain leap motion events.
- Destiny's computer continues to have issues installing Git Hub.
- Only have a program that follows a finger, not a tool such as a conductor's baton.

Next week plans:

The Pygame on-frame loop is difficult to control. We must continue to learn more about Pygame in order to work out glitches and make the program more accessible and consistent when working on other machines.

September Goal: Complete a program which identifies the gestures of a 4/4 conducting pattern and responds to each completed gesture by playing a tone.