

# Kinect Assignment Meeting Week 2

## • Whack-a-mole

### files

- Table.class.js - tracks score + <sup>mole[]</sup> 27
- mole.class.js - bool hiding, int location,
- Any other scenery. int points
- Player.class.js - tracks score, username
- Database set up (low priority)
- Kinectron set-up (low priority)



- ~~Swaps~~ knocking cans over with bowling.
  - Different / unique movement (craneel down).