**Project Name** Surgeon-Sim

Week of: 9-3-13 -> 9-10-13

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**Brief Summary:**

Week 2

- "HelloWorld.py" is a modified file from the "sample.py" given in the sdk file, it was mostly to boil down to the raw bones of sample given

- "BouncingBall.py" is a python program using the "graphics.py" that we initially had started with, but due to suggestions from others we started using pygame (downloadable from: www.pygame.org/download.shtml). Posted in this repo is "pygame\_intro.py" which is the pygame verison of a bouncing ball that is explained here; http://www.pygame.org/docs/tut/intro/intro.html.

- "LinkAttempt-1.py" is a mess of a file trying to get a ball to bounce when a swipe gesture is initiated, but it doesn't work that way.(it doesn't work) N.B: frames in python should not be used to call other functions because they are always changing.(don't think is explained correctly at the moment) Essentially if Swipe.gesture: then call FUNCTION(); doesn't work the way one might think it does.

- "LinkAttempt-2.py" is a even further boiled down version of "HelloWorld.py", but only initializing the Swipe gesture. If Swipe Gesture occurs the program exits, because we wanted to see the information that was yeilded from the Swipe.

Plans for Week 3

- meeting 9/10/13 -- 3:30pm topics: getting everyone squared away with pygames and github. Setting goals and establishing the next step.

**This week:**

1. Our “wins”

Zevi got a nice animation of a bouncing basketball going which animates when the leap motion controller senses an input, and stops when there is no input.

1. Outstanding issues

We are still working to make the frame rate of the animation seem smoother as well as get some form of physics.

**Next week plans:**

Get physics into the animation as well as smooth the frame rate problem.