**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.

**This week:**

1. Our “wins”
   1. A lot of progress with actual practice with the Leap Motion

1. Outstanding issues
   1. Trying to understand how to use the output from leap motion to get other things to happen.

**Next week plans:**

Ball animation that reacts to input/output from Leap motion physics included. Less than basic visuals. Hand over ball hand closed hand away from ball open.