Erica Lekawski

Milestone 1

Because I am still waiting on the parts to be delivered in the mail, I was unable to start the planned milestone. Originally, I planned to work with the Kinect if my Arduino sensor has not been shipped, that way I could simply switch around the swigging and camera motion functions around.

When I received my Kinect this week, I came to realized that the Kinect required an extra extension so that I can connect it to the PC. I did some shopping around at EB games, Best Buy and WalMart to find the part, however Best Buy was the only one to offer it, but I had to order it online. I ended my search to find the piece and had to buy the piece online.

So instead, I decided to work on preparation this week. I sketched out a more detail framework, determining the width and size of every object and the layout the game. (file Fremework.pdf and Framework.ai)

I also made sure that all my software is up to date and running, that way, I won't be running into troubles or slowdowns when my hardware does come in the mail. The programs I made sure that I had were:

- Adobe Suite
- Arduino
- Processing
- Unity

The other set I took was to set up the Github that our team will be using to share the project and the project assets. https://github.com/elekawski/DesignStudio3Project/

The last thing I did was to download the Kinect SDK and download a Kinect Asset library on Unity.