Gesture Based UI Development Project

A Unity Application developed using the Kinect V2 that incorporates the unique use of various Gestures and Speech Patterns into two separate games linked together by a gesture-controlled UI

Faris Nassif & Alex Cherry | BSc (Hons) in Software Development

# Purpose of Application

* Going to generate the pdf from this when it’s finished
* I need to change the font size of most of these headings

The purpose of this application is to explore the something

* Something
* Something

# Application Interface

# Menu/UI System

* Talk about the UI, scores, voice navigation, play game one/two etc.
* Pics of stuff
* Also @Alex could you add a Help button or something in the menu that brings them to just a page that just describes what they have to in each game & the menu, like swipe to go back, say the words in the brackets to press that button and stuff.
* Could even add a help button beside [Game One] and [Game Two] that brings them to separate help pages to describe that game, if you get them up, I can write the stuff in them.

# Research

Bla Bla we researched this thing and some other stuff

# Resources

Some images maybe of some similar games don’t know, and maybe some gesture diagrams or something??

# Application Design

# Design Goals?

Voice navigation, swipe, user experience, interactions, everything is constant time back to the user, types of gestures, continuous/discrete etc.

# Some other sub heading

# Hardware

Talk about the Myo/Kinect/Leap motion thing here, this part is written in past tense, so we haven’t done the project yet, we ‘wrote’ all the research stuff before

# Architecture

Diagram describing software architecture or something

# Libraries/Game Engine/Talk more about architecture diagram

# Testing

# Strategy/Methodology

System/Integration testing or something

# Who tested it?

People

# Acceptance/Beta tests

# Methodology

# Results

We added or changed this thing because we tested it and yea

# Conclusion

# What we learned

# What we would do differently