



CODE4DREAM

OUR PROJECT

2023/2024



OUR TASK MAKE A GAME FOR **INDIVIDUALS**



WITH MS



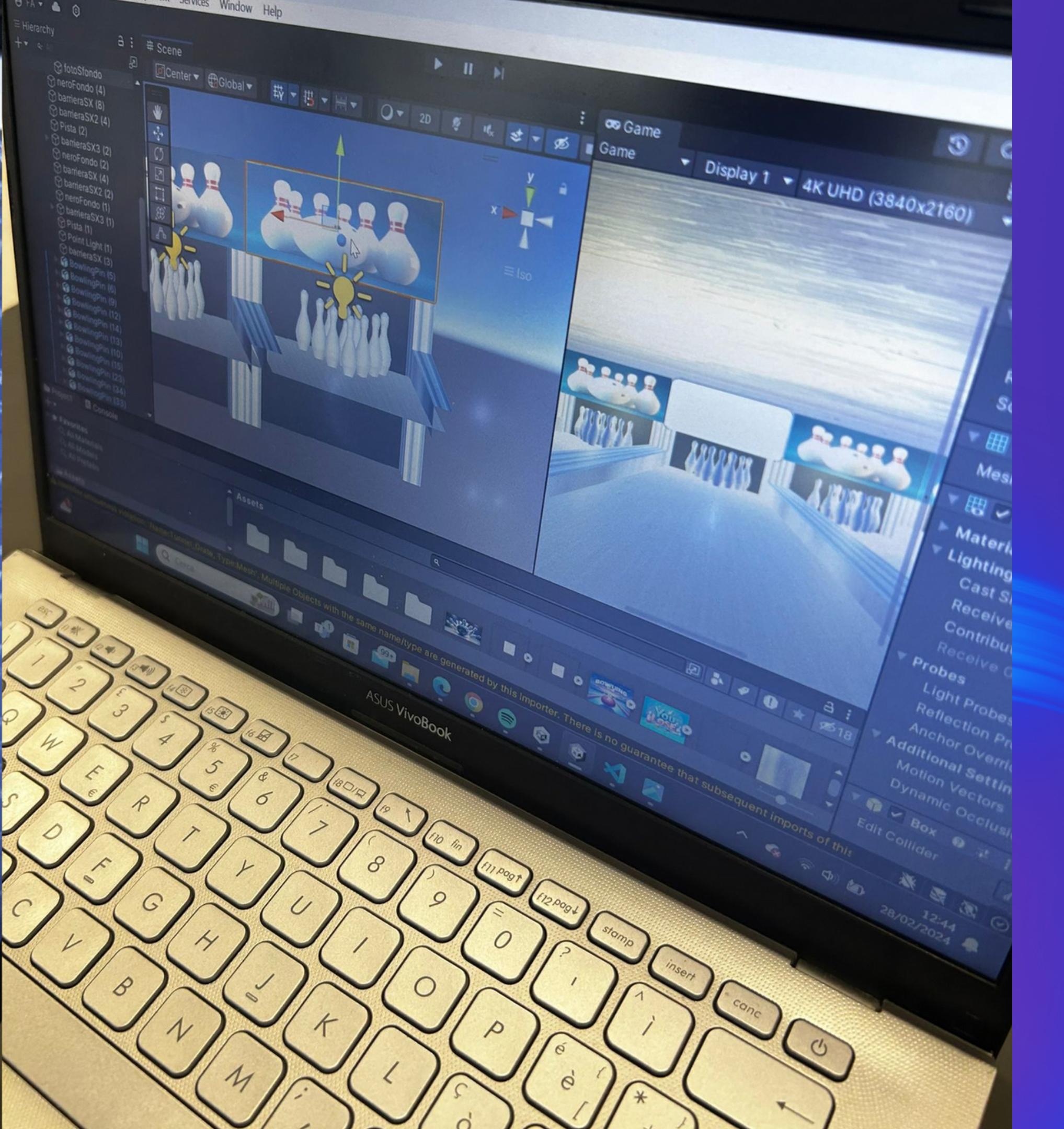
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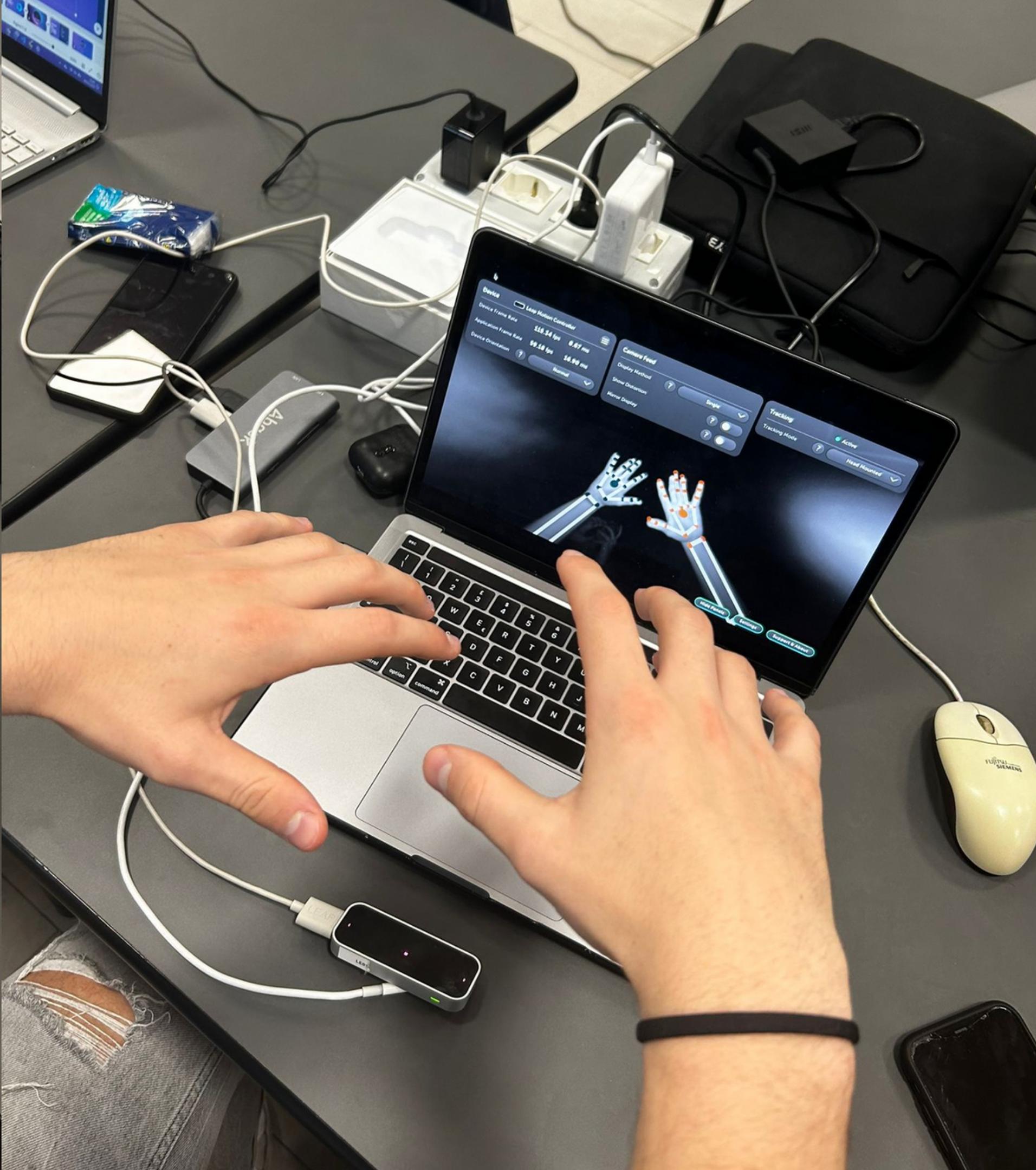
OUR IDEA FOR THAT

PROJECT

In the game we designed, entitled BOWLING TIME, players have to throw a ball with the help of the LEAP device.



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A photograph showing a person's hands interacting with a laptop. The left hand is on the keyboard, and the right hand is on the trackpad. A tablet is propped up behind the laptop, displaying a software interface for hand tracking. The interface shows two 3D models of hands, one blue and one orange, with various points tracked on them. The background is a cluttered desk with other electronic devices and cables.

A PATH OF
REHABILITATION

Bowling Time is not only a fun game, but also an effective tool for the rehabilitation process. Thanks to its control interface based on hand movements, the game offers a unique opportunity to train and enhance the motor skills of the hands.



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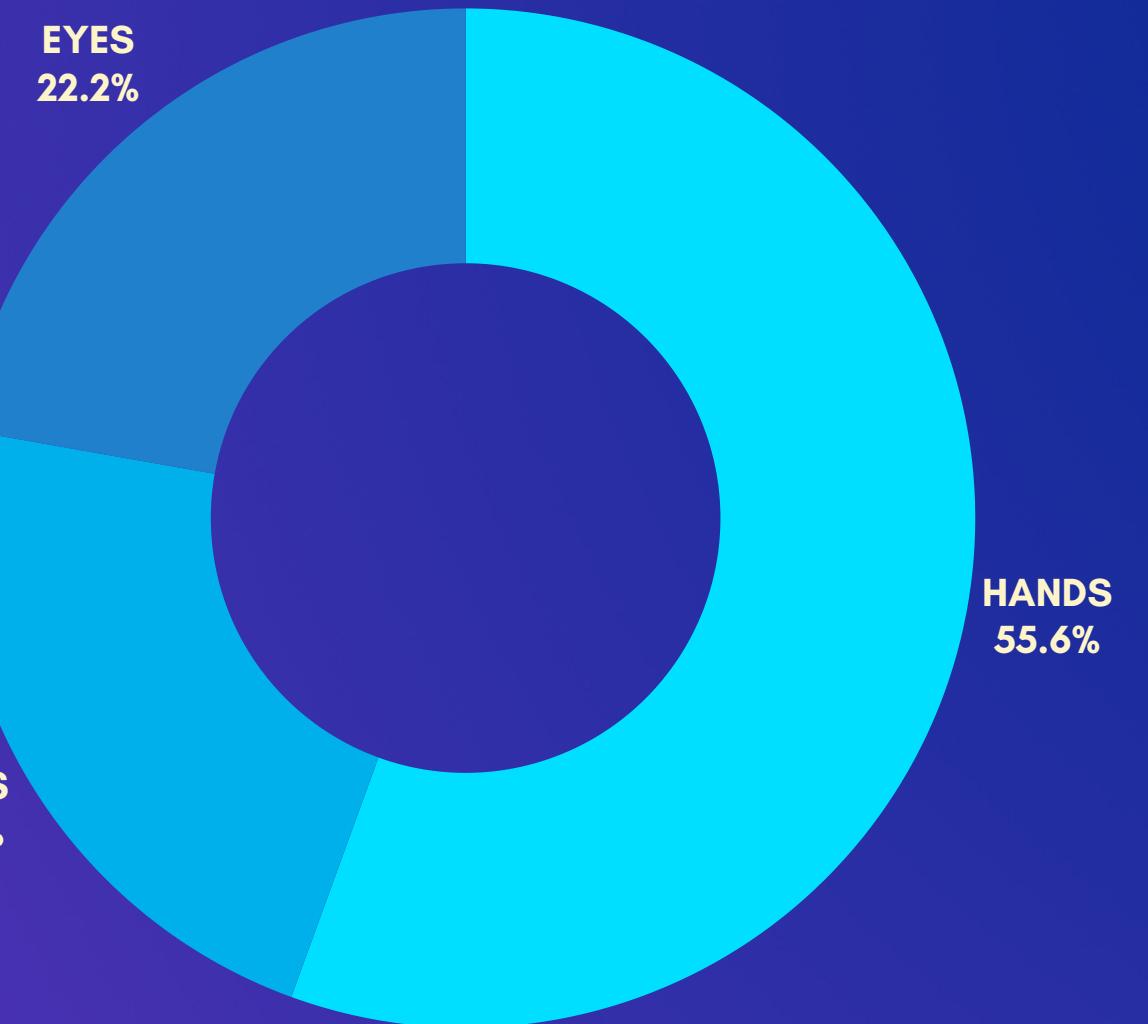


TRAIN YOUR — **SENSES**

In this graphic we will illustrate the different senses and body parts involved during the gaming experience.

As you can see, the hands (and arms) are responsible for most of the interaction.

Let's explore together this engaging synergy between physical actions in the game.



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HOW CREATION

OCCURED



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SOFTWARE USED

"For the creation of Bowling Time, we integrated various technologies and tools. Unity and Visual Studio were used to develop the core of the game, allowing the creation of a fluid and interactive interface. Canva was used to design graphic elements. Finally , the integration of Leap Motion it allowed us to throw the ball towards the pins, providing an innovative and immersive gaming experience."



UNITY



VISUAL STUDIO



CANVA



LEAP MOTION



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THANK YOU



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