Introduction:

The [PROJECT NAME] is a project aimed at creating a multiplatform, interactive game, which can run in Windows and Linux platforms. This allows the users to control and play the game by using hand and motion gestures. The game features a car racing arena, where the user controls his/her sports car, to compete with the other cars. The ultimate aim is to collect the extra points along the race path and win the race.

Modules:

The project consists of 2 modules:

1. The Game
2. Gesture Recognition

Game module:

Game Model:

The game model consists of a racing arena, where the player controller his/her car, race with the other cars. The rival cars are controlled by the Artificial Intelligence (car\_ai.cs) code written in the script attached those game objects.

Game Engine:

The game engine used for creating [PROJECT NAME] is Unity game engine. Unity is a cross-platform game creation system developed by Unity Technologies, including a game engine and integrated development environment (IDE). It is used to develop video games for web sites, desktop platforms, consoles, and mobile devices. First announced only for Mac OS, at Apple’s Worldwide Developers Conference in 2005, it has since been extended to target more than fifteen platforms. It is now the default software development kit (SDK) for the Nintendo Wii U.

Game Code:

Gesture Recognition module:

Hardware:

SDK:

Software Code: