



No wound

Why not cure
“better” “Faster”

About:

No wound is a gestural control system for Physical Therapy that supports rehabilitation exercises for patients having musculoskeletal conditions or permanent movement disorders like Cerebral Palsy or Ataxia using the Microsoft Kinect device.

The number of people with **disabilities in India** has been estimated at **70 million** thus revolutionizing the boring Physiotherapy exercises we have created a next generation multi-dimensional and multi-lingual game that the therapist can himself customize to required gestures and difficulty levels, depending on the current state of the patient. This off the shelf multi-sensory environment which will allow patients to play the games while his kinematic data will be available to the doctor for further analysis and deciding quality of improvement.

Gameplay:

- Requirements:

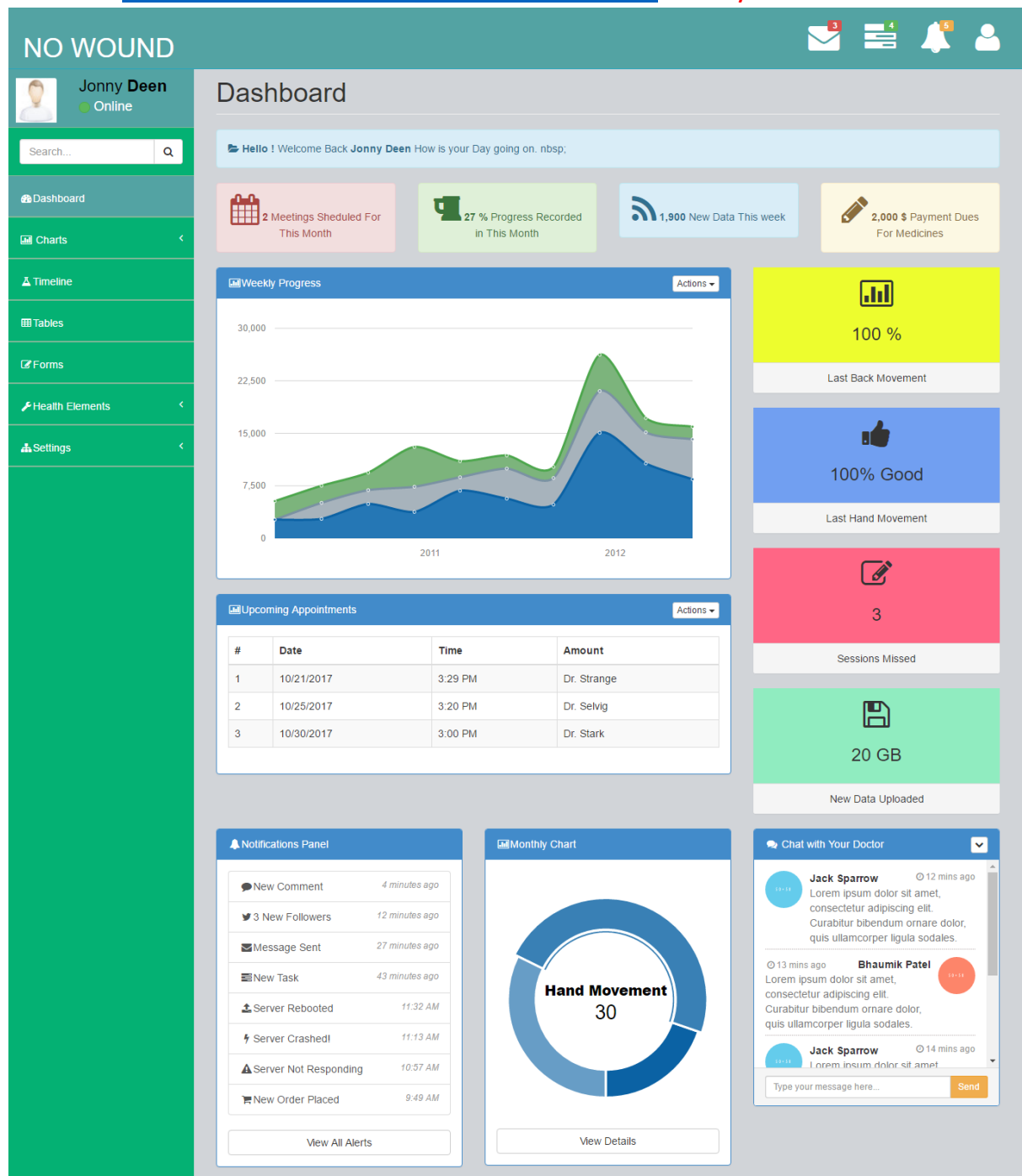
- Microsoft Kinect Device.
- Ms Kinect Studio 2.0
- Xampp/wamp server to locally host the database.
- Internet Explorer to view dynamic data.

- Setting up the website:

First, install any of the two **Xampp or Wamp** (Wamp/ Xampp server is a Windows web development environment. It allows you to create web applications with Apache2, PHP, and a MySQL database. Alongside, PhpMyAdmin allows you to manage your databases easily.)

- Create a data base named “ no wound ”

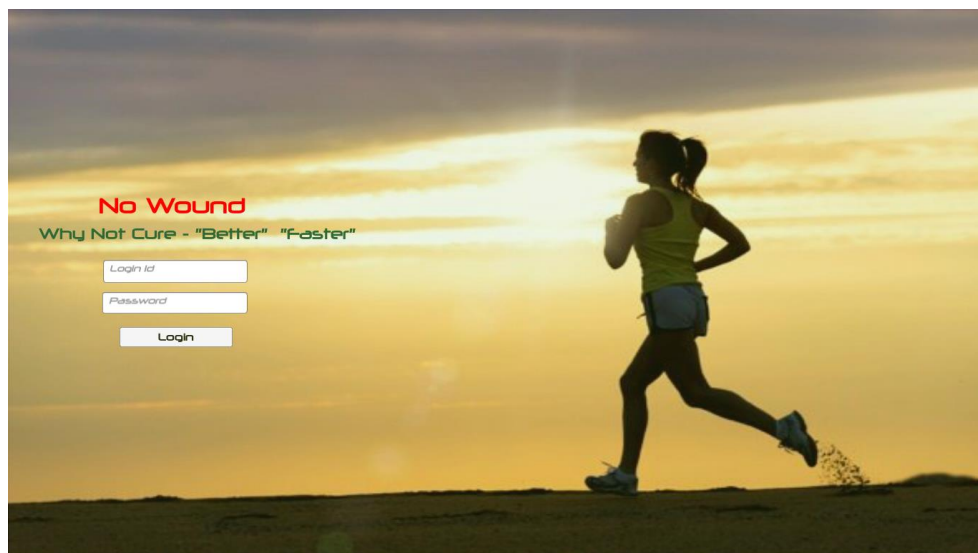
- Import database from the link [SQL database](#).
- Save platform files from the link: [web files](#) to htdocs folder.
- Browse link http://localhost:80/No_wound/index.php from your browser.



- Setting up and Playing the Game:
 - Setup the Ms. Kinect Device on your PC/laptop and connect the device using ms Kinect Studio v2.0.
 - Open No wound.exe from No wound.zip

Made with  unity

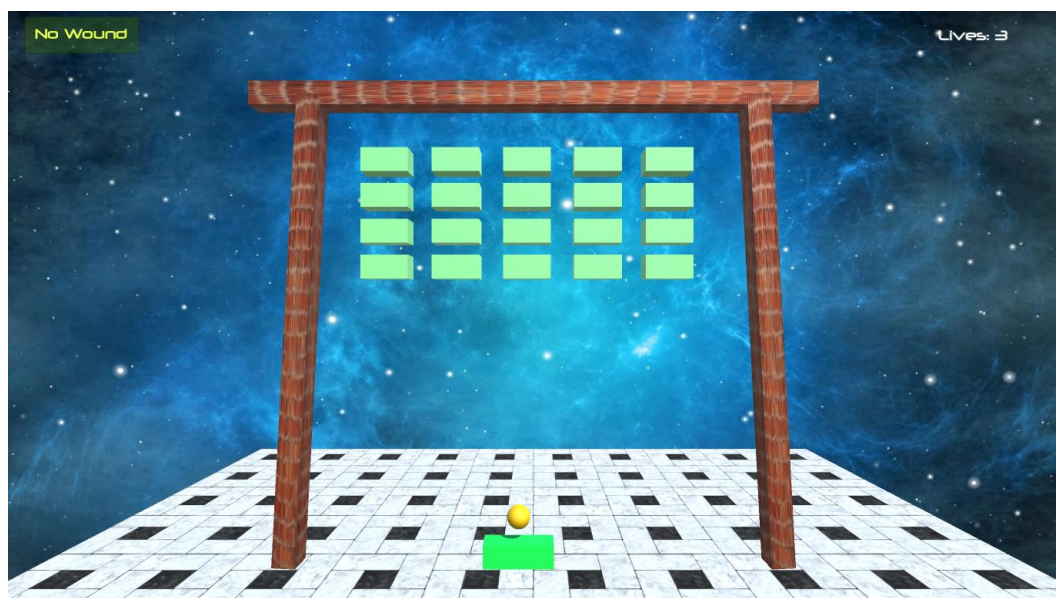
- A login screen will appear, After successful setup of wamp/xampp servers one can login into the game with defaults credentials as
user-id: admin Password: admin



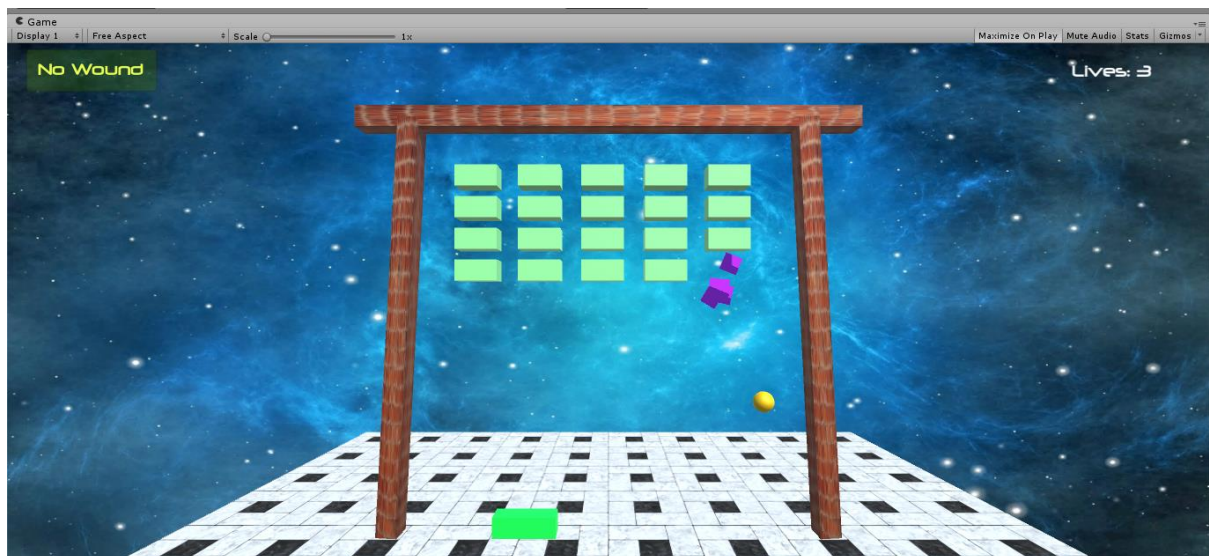
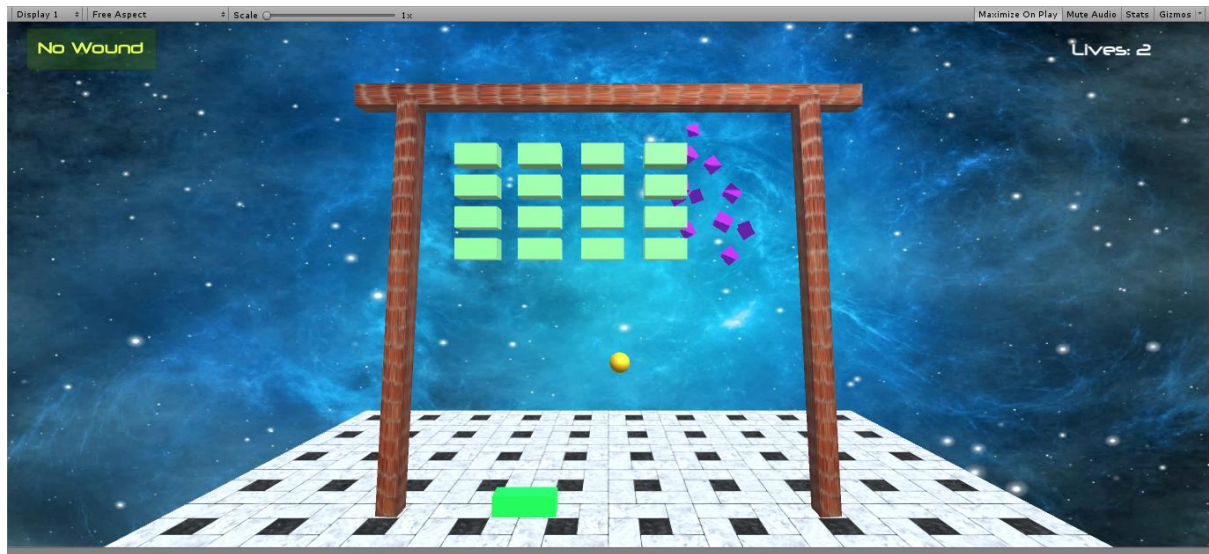
- After a successful login, a game menu will appear. For now, the first two options are available.



- On selecting the 1st option you will get a game screen, this will be an ergonomic exercise involving back movements and hand gestures. To play the game try moving your back to right or left to move the bar and throw a victory sign to launch the ball.



- Few of the game play scenes:



- On selecting the 2nd option, you will get a joint mobilization and manipulation exercise. This game is still to be integrated with Kinect. This game can be played by complete body movement. Game scenes are:

