Gesture Based UI Documentation

# Purpose of the Application

The purpose of the application is to control a Lego Mindstorm NXT mechanical arm using a Leap Motion Controller. The reason why we went with this type of project is we wanted to get some hands on experience in hardware programing. The Lego Mindstorm NXT kit proved to be great for people who wanted to learn how to program with hardware. The NXT control units comes pre-setup with Lego's NXT-G language which is a visual programming language. This means that rather than requiring users to write lines of code, they instead can use flowchart like "blocks" to design their program. For us this was to basic and as we wanted to control the mechanical arm with a Leap Motion controller we were going to need to flash a different operating system onto the control unit. As both of us had alot of experience with Java and as a Leap Motion SDK was available in Java we decided on this language. The Java virtual machine for

# Gestures Identified as Appropriate for this Application

# Hardware Used in Creating the Application

# Architecture for the Solution

# Conclusions and Recommendations