

game specs

Lily H. Nguyen

**GAME LOOP**

* LEVEL 1
  + PART 1
    - sign all gest/digits once in order
  + PART 2
    - sign gest/digits that took longer than the others
  + PART 3
    - sign all digits again in random order
  + COMPLVL1
    - unlock LEVEL 2
* LEVEL 2
  + no gesture images shown
  + PART 1
    - digit images in order
  + PART 2
    - digit images in random order
  + COMPLVL2
    - unlock LEVEL 3
* LEVEL 3
  + race against a clock
  + PART 1
    - digits in random order
  + COMPLVL3

do u want to implement race against others in lvl 3?

**CHANGES NEEDED**

* currently, did not implement left hand
  + need to mirror gestures recorded
* need to rerecord gestures for better data
* can only exit from menu, not during game
* can’t go back to menu during game
* need a way to understand which level ur loading into
* progbars dependent on accumulation of a var, not time…
* leaderboard…see db comments in db.py
* palm?
* username input needs to be prettier
* leapmo integrated gestures…use SWIPE TO UNLOCK DAMN
* badges/achievements…
* exiting game more gracefully…dependent on [ENTER] when exiting
* DESIGNS
  + hand color scheme
  + pbar color schemes
* window title