# Pose Up!

1. Initialize everything
    1.1. Initialize Kinect
    1.2. Load images for gradation and the art
    1.3. Compute the poses in relation to the size of the screen
        → Each time we resize the screen we resize the poses too
2. Update the player's position
    2.1. Get joints position for each skeleton (only one Player)
        → Scale each point in relation to the size of the screen so we can play in different screens and resolutions
3. Draw the interface
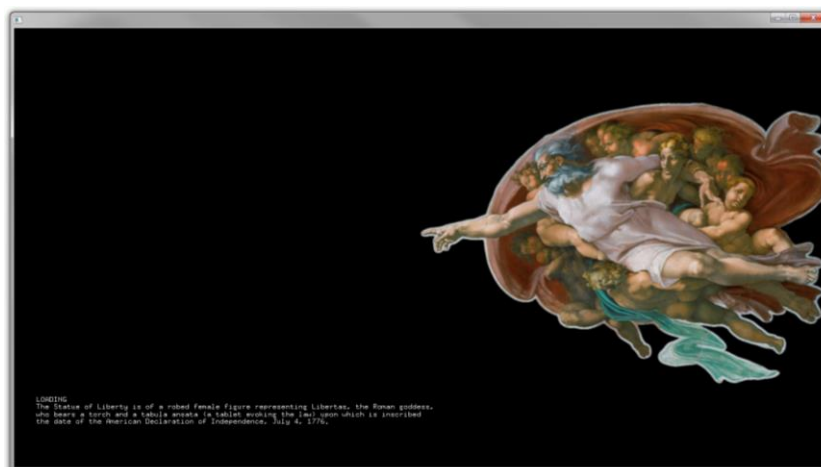   3.1. Menu

    3.2. Settings
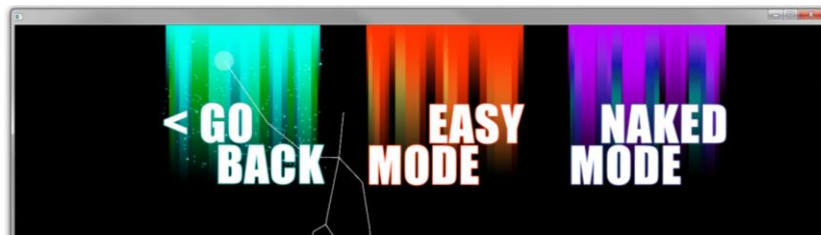
    3.3. Game
        → Get loading page until waiting time is up (100 frames) and both hands are below the left foot

        → Game
            a. Draw Kinect's colour input in the left side of the screen

b. Draw art reference at the other side
c. Draw visual aids
   – Skeleton
   – Markers (big demi-transparent grey dots)
d. Detect pose
   – When the mouse is pressed the current pose that Kinect captures is printed as text so it is very easy to add new poses