Kinect Application

Created by:

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* This Kinect game tracks the skeleton of players, and the maximum number of players is two
* Player1 is assigned with blue skeleton and female face, while Player2 has red skeleton and male face.
* Players can say commands “start” or “begin” to start the game. Total game time is 30 seconds.
* Balls with red or blue color falling from the sky every 1 second at default setting
* Falling balls have random size from 20 to 50 pixels
* Falling balls have random default speed from 2 to 5 pixels per 50 millisecond
* Players can say commands like “speed up” or “slow down” to modify the frequency and speed of falling balls
* Players can move their arms, legs, and head to bump into balls.
* Players caught their according color gets 1 point, while caught the opposite color minus 1 point.
* Total score for each player is displayed on the upper left and upper right corner.
* Players can pause the game anytime with speech command “pause”. Or the game will stop after 30 seconds.
* The winning player gets the laughing face, and the losing player gets the sad face.
* This project is modify based on two example file provided by Microsoft, which can be found under the Samples folder:
* Skeleton Basics-WPF C# Sample
* Speech Basics-WPF C# Sample