

Features

- It has 3 options in the main menu (training mode, advanced mode and instructions).
- In the first screen, the hi-score and the last score is shown.
- When the player reaches the hi-score during the game, the score shown on the screen becomes red and bigger.
- The Player has 5 lives.
- Whenever the Kinect loses the player, the game stops and give the option of either continue or exit.
- When the game is over and the player got the hi-score a happy sound is played, although when it is just over without getting the hi-score a sad sound is played.
- The player can pause the game positioning their two hands bellow their two knees.

Reflection about the project

Now that I understand how a Kinect is used to make projects, I can start thinking of how I am going to use it in the future.

I want to fix the bugs that are going to be find when people start playing and make stages for the game, as the player keep increasing the score, besides the velocity, the background and the positions change as well.

*A short video of the game is in the same folder