

Description

For our final project, we shift the direction of the game from our midterm.

We will no longer use different sensors to play the game (weight, FSR, tilt and potentiometer). Instead, we will be using computer vision into the project, including color detection and tracking fiducials, to capture the player's hands

We will project a screen from above onto a table to display player's interaction with the graphics in real-time

WHAT'S YOUR NAME?

Enter Here



Hi Margarita,

Baking Cupcakes is
simply easy !

See instruction

Instruction :

- Always have your stickers facing upwards
- Hover over to make selection
- Choose your task now

START

00:01 (L)



prepare
ingredients



pre heat
oven



Bake
it



pour it



Mix it
up