

# Concept

CupcakeTime is a time management baking game for adults.

The player learn the banking procedures by interacting with projected graphics on a surface. The main steps are preparing and adding ingredients, mixing up the ingredients with blender, pouring the mixture into individual cupcake cases, and baking cupcakes in the oven.

The player will complete the baking process on a stopwatch.

A ranking chart will be displayed at the end of the game to compare with previous players.

Players can play again if they wish to beat the highest score of the game.

# 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