# 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

Panel 1

WHAT'S YOUR NAME?

Enter Here
_____

Panel 2
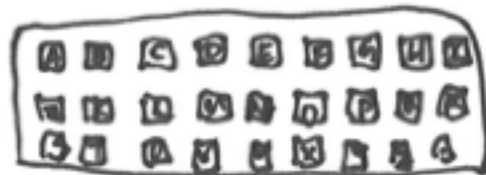
Hi Magarita,

Baking Cupcakes is simply easy !

See instruction

Panel 3

Instruction :

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

START

Panel 4

00:01 (L)

prepare ingredients

pre heat oven

Bake it

pour it

Mix it up