

Technology

Hardware: RGB camera, Projector, Laptop

Software: p5, React

Scale: 24 x 36 in



Fabrication

Before the game starts, the player will be given stickers to put on top of both hands. This helps us to track the hand positions and movements when completing the tasks.

For example, in action 1, player's task is to drag floating ingredients in the bowl in the middle (bird's-eye view). Camera will detect the position of the hands by detecting the color/pattern of the sticker to figure out whether the ingredients have been placed into the bowl successfully or not.