Naqi And Nuzhafiq - STUDENT

Gesture Based UI Documentation

Purpose of the application – design of the application including the screens of the user interface and

how it works. The application can be an experimentation process for you, testing how pieces of

hardware could interact or be combined with gestures. You don’t have to solve the world economic

crisis just yet.

Gestures identified as appropriate for this application – consider how gestures can be incorporated

into the application, providing a justification for the ones that you pick. This is an important

research element for the project and needs to explain how the gestures fit into the solution you are

creating.

Hardware used in creating the application – You are not limited to the hardware listed above. If

you have your own hardware, or hardware simulator that you wish to use, then feel free. The

purpose of each piece of hardware should be given with a comparison to other options available.

Architecture for the solution – the full architecture for the solution, including the class diagrams,

any data models, communications and distributed elements that you are creating. The architecture

must make sense when the gestures and the hardware are combined. Justification is necessary in

the documentation for this. You need to include a list of relevant libraries that you used in the

project.

Conclusions & Recommendations – Conclusions are what you have learned from this project and

the associated research. Recommendations are what you would do differently if you were to

undertake the project again. The Reflective Piece – what I learned and “enjoyed”! This gives scope

for a critical evaluation of the project and the objective that you tried to achieve.