Gesture controlled games

Implementation step by week :-

0th week (May 1- May18):- Acquisition of components.

1st week (May 18 – May 25):- Starting the coding part of the game and getting familiarized with accelerometer.

2nd week (May 26 – June 1):- Starting the coding part of arduino and looking into the working and coding related to accelerometer

3rd week (June 2-June 9):-Complete the basic model of accelerometer sensor and the data conversion model regarding the FTDI chip and the Xbee modules

4th week(June 10-June 17):-Complete the basic model of our project using the dx ball game by coding for left-right movement and starting to work on improvisation of the project(using another acceleromter and coding for further hand gestures for pre-existing games)

5th week(June18-June 25):-Coding for a more complex game by using both accelerometers(for eg. Controlling a plane or helicopter or playing chess)

6th week(June 25-June 29):-Providing final touches to the project

Components required and their price estimates:-

- Arduino Duemilanove-1050
- XBee Wireless Module series 1 & its Adaptor Board (2) [1600*2=3200]
- 3 Axis Accelerometer-900
- FTDI chip-(no idea)
- Auxiliary components-600

Total expected cost-6500

What do we expect to learn:-

- Basics of Arduino coding
- Working of accelerometer
- Coding of hand gestures and noise reduction algorithms
- Serial to usb data conversion
- Processing software
- And lots of new stuff