**Competitive Analysis**

**Kinect Penalties:** [**https://www.youtube.com/watch?v=s4nI8I7UwY4**](https://www.youtube.com/watch?v=s4nI8I7UwY4)

This game uses two floating hands to block the penalty balls and uses Kinect to determine the position of the floating hands. I like how the size of the ball increases in size as it approaches the floating hands from the sidelines. I would like to imitate that feature in my soccer game so the ball increases in size when it’s going towards the player but decreases in size when it’s going in the goal. However, I do not like how the ball instantly disappears as soon as it hits the glove and you can’t see the path of the ball after it was hit by the hands. So I would like to change that in my soccer game so the ball is seen after it’s been kicked and goes in the goal. I also do not like how the Kinect Penalties game does not make use of the whole range of the screen. It would be better if some of the balls went towards the sides of the screen as well to make it more challenging for the player. So in my games, I would like to use the whole range so the players would have to move a little more.

**Kinect Paint App:** [**https://www.youtube.com/watch?v=wxWxW8Fx8gU&feature=youtu.be**](https://www.youtube.com/watch?v=wxWxW8Fx8gU&feature=youtu.be)

This game uses Kinect to be able to paint on an empty canvas. It’s similar to the paint app but it uses Kinect to determine the location of your image. I do not like how the user has to switch between the Kinect interface and the computer interface to change certain functions. For example, if the user wants to switch color, he/she has to do so through the mouse-click in the computer. However, when he/she wants to draw, they have to get up and get in the screen to draw on canvas. So for my project, I would not like to have the player be divided between the two interfaces and would like them to do everything through the Kinect. So when the player wants to play the game, they would have to put their hand in front of the play button to do so.

**Kinect Air Draw:** [**https://www.youtube.com/watch?v=ONImf6-5DwU**](https://www.youtube.com/watch?v=ONImf6-5DwU)

Similar to the previous game, this game uses Kinect to paint on an empty canvas. However, unlike the previous game, the user doesn’t have to switch between the computer and the Kinect and everything is done through the Kinect. One thing I really like about this project is that depth is also used to determine the thickness of the line that is being drawn. The use of depth can be very useful for the soccer game because that can determine the trajectory of the ball. Additionally, I like how the two different hands are represented by two circles in the game. I would like to emulate this idea for the fruit ninja game so the user can get a better user experience and I can simulate the same environment on the screen as the actual game without having to show the camera image from the Kinect.

**A Virtual Fitting Room with Kinect:** [**https://www.youtube.com/watch?v=xD8tECGfvkU**](https://www.youtube.com/watch?v=xD8tECGfvkU)

This game uses Kinect to simulate trying on clothes without actually having to do so. One feature I admire is that the interface is a combination of the screen from Kinect (the camera image) as well as images of clothes that the player wants to try. I would like to emulate this feature for the soccer mini game by being able to see the player on the screen but having the goal be an image on the side because that’s where the ball should be targeted.