

## Recitation 1: Gestures

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### Random Generator

Create touch surface gestures for a single player game on a desktop computer

#### Actions

1. Move (Left, Right, Forward, Backward)
2. Jump
3. Tuck/Roll
4. Lay Down/Crawl
5. Attack
6. Pause
7. Open Menu
8. Open Map

#### Brainstorming

- a. Desktop computer with a connected hardware/software for a touchpad that translates user gestures using touch motions.
- b. Areas of the touchpad are designated for sets of motions (i.e. section of touchpad dictates character movement)
- c. Swiping one finger in any direction moves character.
- d. Tapping once in the center of touchpad is for jumping, double tapping is for tucking and rolling.
- e. A swipe down, using two fingers, crouches character. Swiping down twice commands character to lay on ground. When moving while laying down, the character crawls.
- f. Swiping with two fingers is for attacking using a sword, similar to slicing motion.
- g. A hand, palm down on the touchpad, pauses the game.
- h. Pinching out opens the game menu while pinching in opens the game map.

#### Gestures

1. Move (Left, Right, Forward, Backward): Swipe in any direction using one finger
2. Jump: Tap center of touchpad once
3. Tuck/Roll: Tap center of touchpad twice
4. Lay Down/Crawl: Swipe down once with two fingers to crouch, swipe down twice with two fingers to lay down, crawl by moving normally while laying down.
5. Attack: Wield sword using two fingers to swipe sword and attack.
6. Pause: Pause game by touching pad with hand palm down.
7. Open Menu: Pinch out
8. Open Map: Pinch In