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Final Project Description

My final project is a “cat simulator.” Three touch buttons on a physical box perform different functions: one switches between nature videos playing on a laptop, the second dispenses a treat, and the third moves a toy. The first button sends a message to Processing to switch the video, and the other two buttons move a servo motor. I made use of the Video library in Processing to display both a live webcam feed and video playback. The program draws cat ears on top of the webcam feed to make the user “feel” like a cat. The box is designed for a real cat to be able to use it, as the touch buttons are paw-sized and easy to operate.