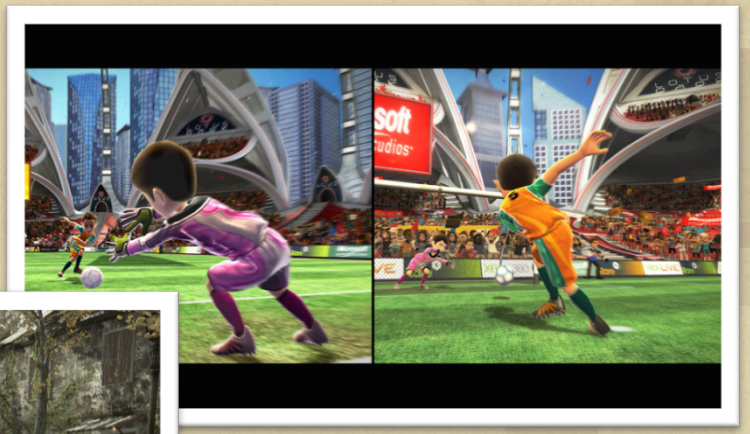
Climber

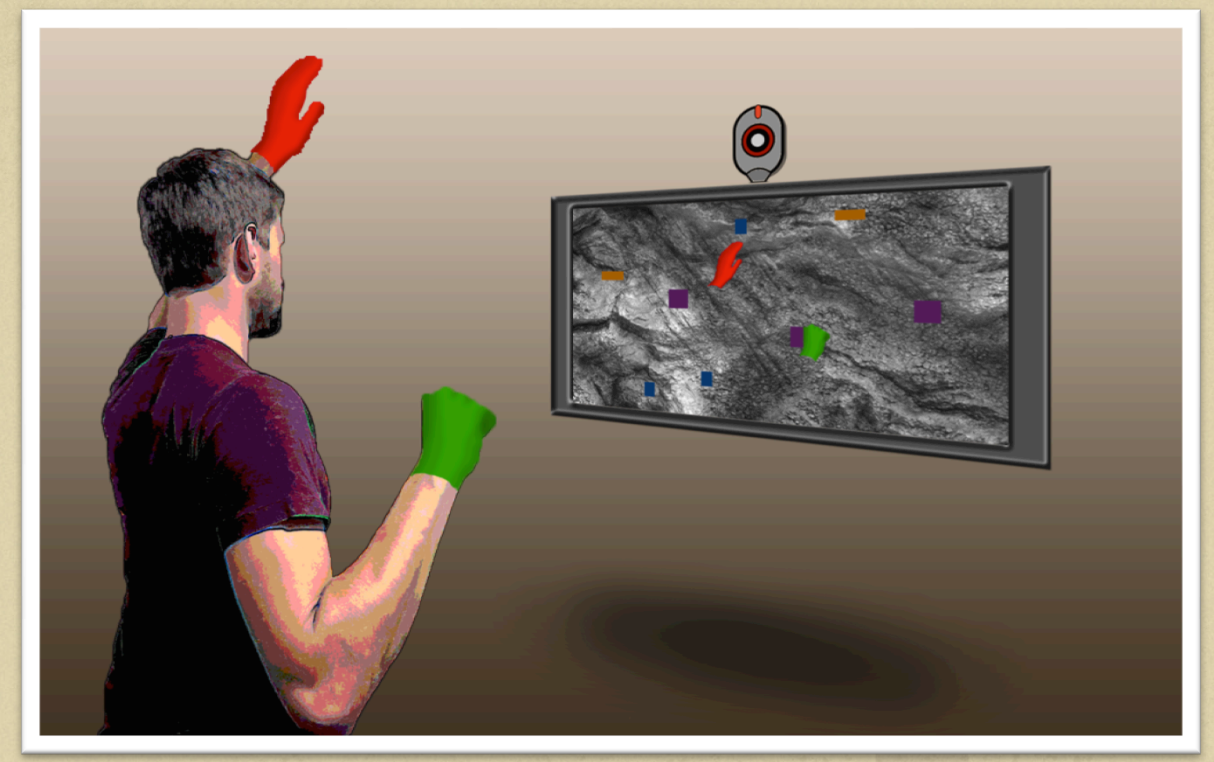
A video game using hand-tracking and haptic feedback

We Play Games for the Experience

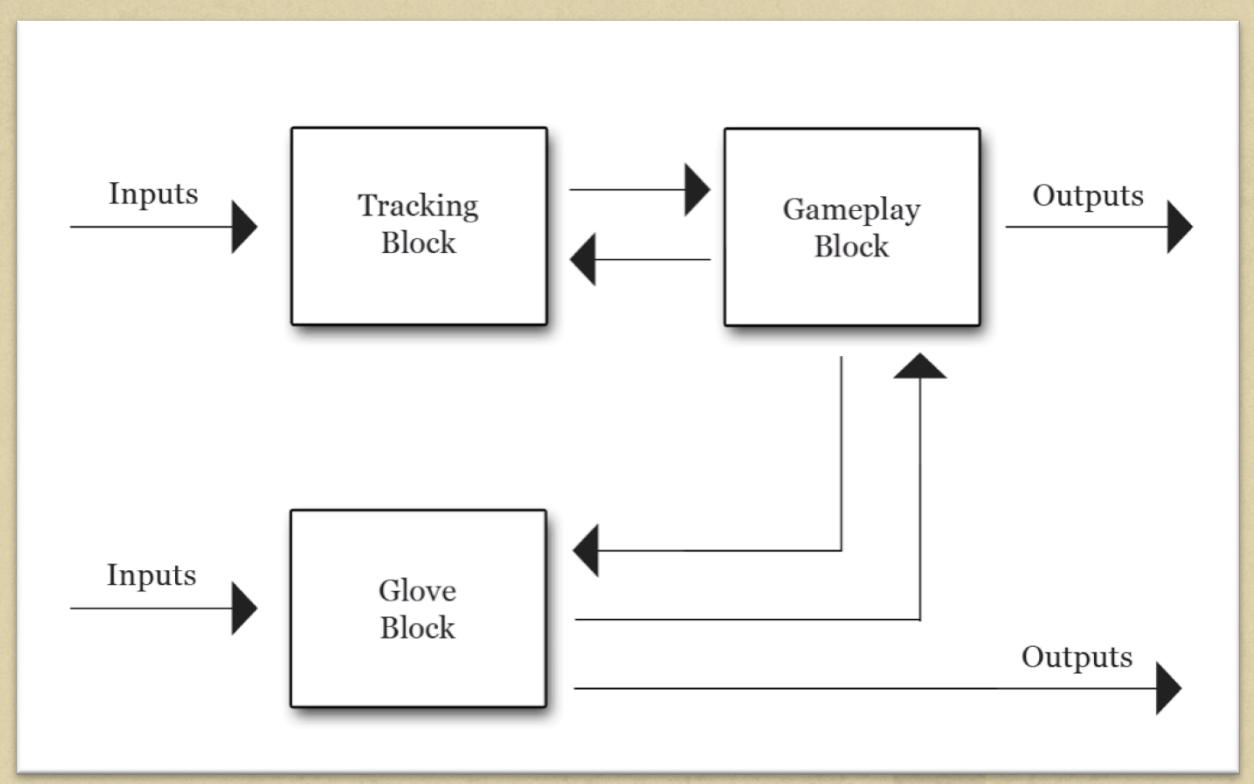


Climbing is *Active*

Virtual Climbing: A Better Experience

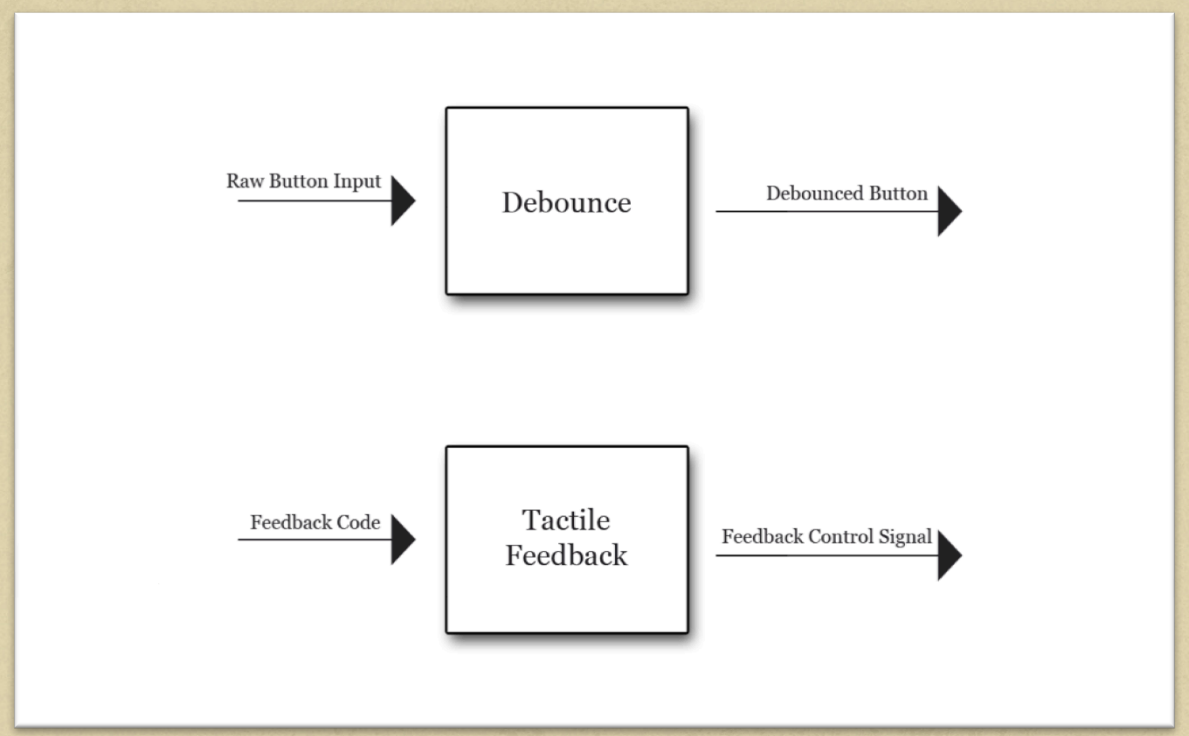


Three-Block Implementation

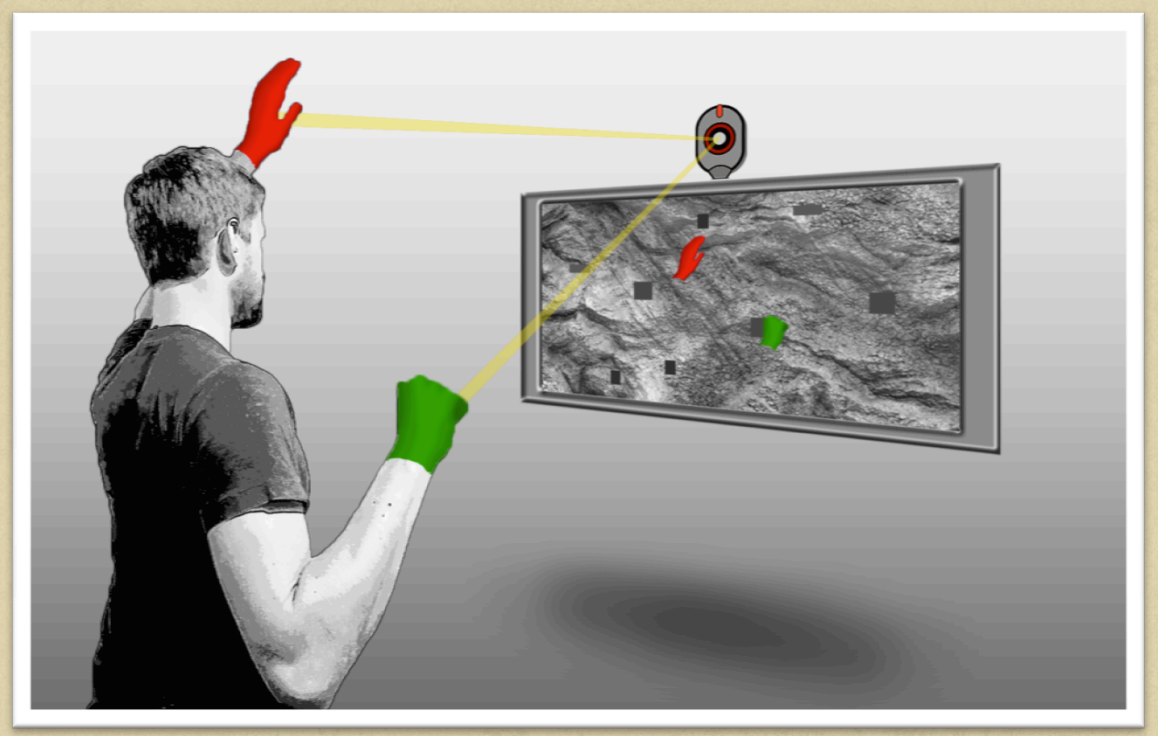


Input and Output Glove

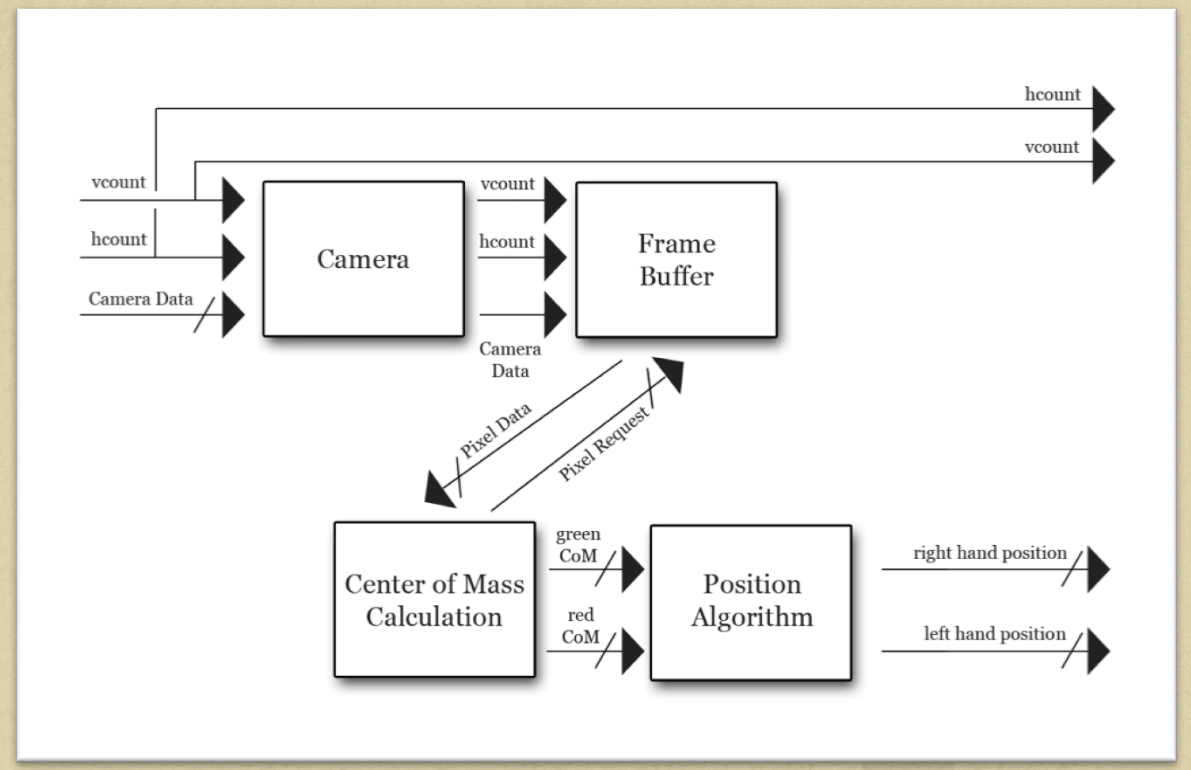
Simply Input-Output Control



Mapping Movement Through Color Tracking

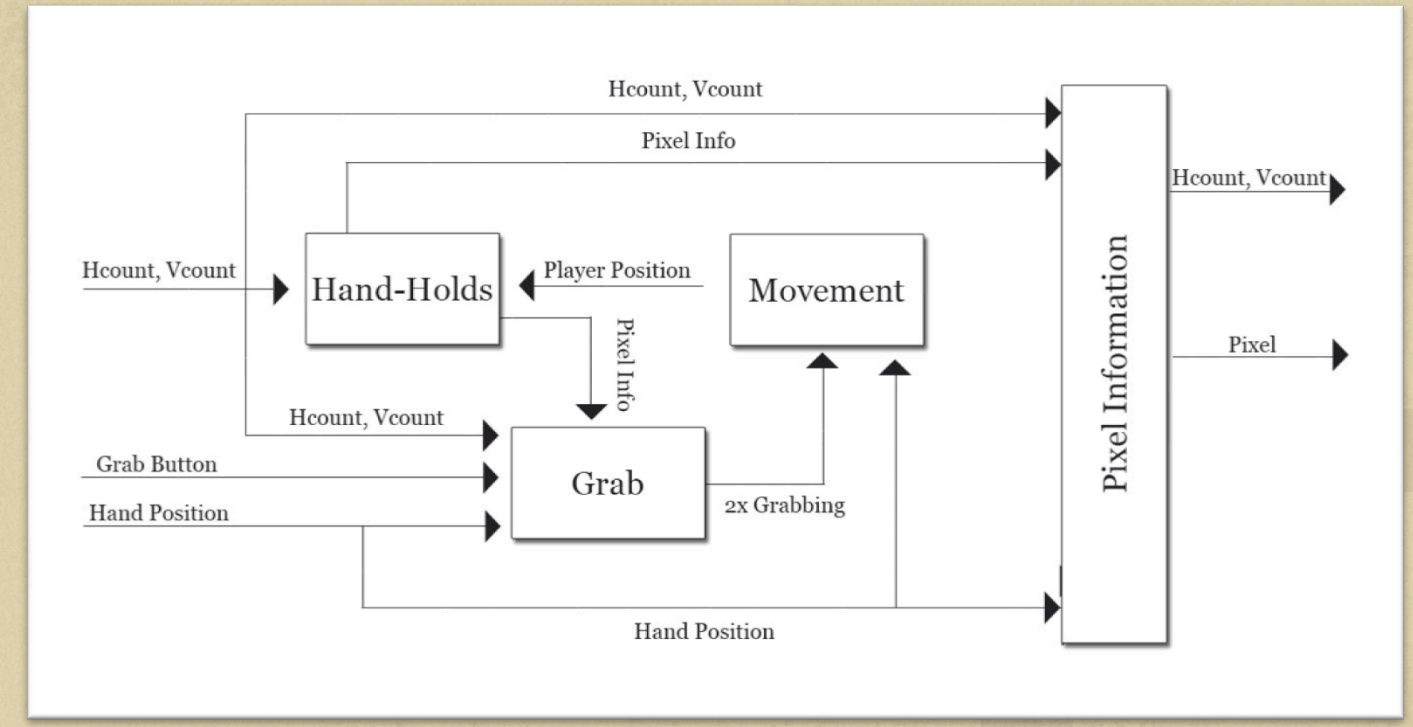


Accurate Camera-Based System



Gameplay Module

Physics Simulation and Video Output



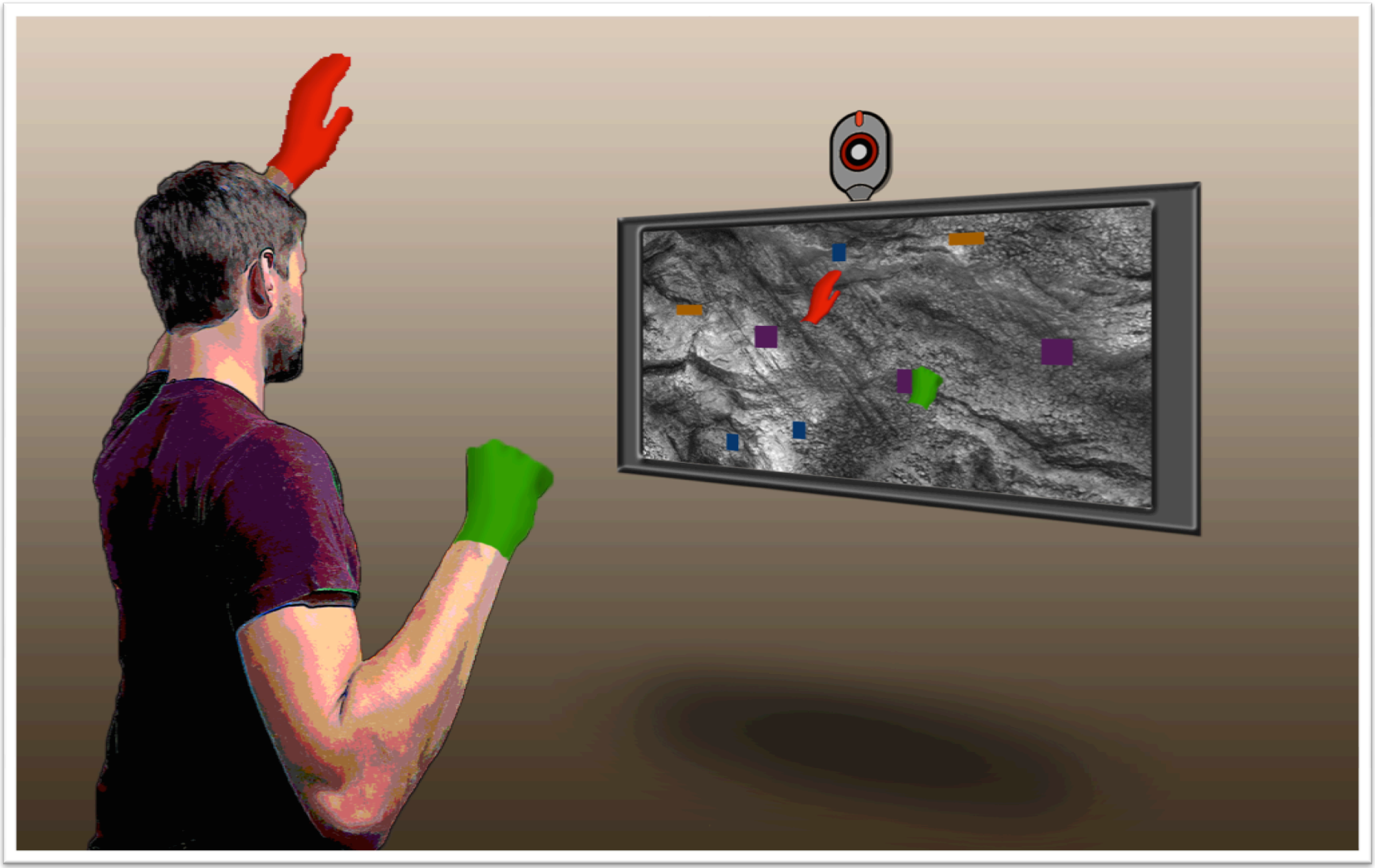
Timeline

Nov 19	- Begin Blocks
	  - Preliminary Tracking Block
	  - Pixel Information Submodule
	  - Hand-Hold Submodule

Nov 24	- Finish Individual Blocks
	  - Glove block finished
	  - Remaining submodules in Gameplay block
	  - Grabbing and Movement

Nov 27	- Integration and Minor Debugging
	  - Integrating each major block
	  - Gameplay testing

Dec 5	- Additional Features
	  - Smoother movement and tracking
	  - Map editor
	  - Better graphics



Thank You

Image Sources:

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