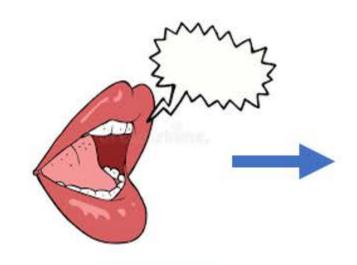
架構圖

DSpotter + embARC:

將辨識出的語音訊息編碼後 透過Serial Port傳送給PC

Unity + Kinect套件:

透過Unity整合Kinect的骨架 資訊和DSpotter的語音資訊, 並完善遊戲流程,增添色彩









辨識出的語音資訊

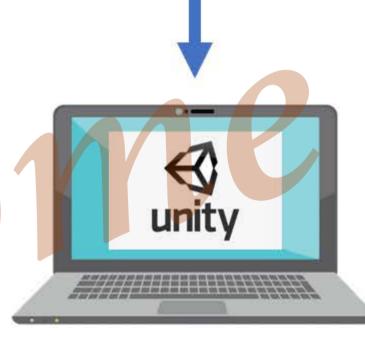
* Serial port傳輸











PC & Unity