# Augmented Reality Project: Blockgame

Team:

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* Melanie Maringer
* Mert Musul
* Thomas Kraxner

Technologies:

* Microsoft Kinect
* Unity 5

Project Descritpion:

We like to make a simple game (for casual gamers) with Kinect Integration. To the gameplay, the idea is that blocks fly towards the gamer with different path’s and speed (in the first step, randomly generated), the gamer have to swipe or press on the blocks to gain points, missed blocks will result in minus points. As optional Goal we like to generate the path (movement) of the blocks, out of a MP3 File and also implement a Highscore Board.

Requirements:

* Must:
  + Use Kinect V1 for motion capture of swipe gestures to “destroy Blocks”
  + Use Unity to create blocks which randomly fly toward the gamer, with random speed, color and shape.
* Optional:
  + Speed, color, shape and path of the block generated out of an MP3 File.
  + Highscore Board.

Timetable:

Sprint 1 (until 25.3):

* Proof of Concept
  + Prototype moving Blocks – just Blocks without Animation (Person in charge: Mert)
  + Check Kinect integration in Unity (Person in charge: Thomas)

Sprint 2 (until 8.4):

* First Prototype
  + Prototype moving Blocks (Person in charge: Mert)
  + Running Kinect Swipe recognition (Person in charge: Thomas)

Sprint 3 (until 22.4):

* Testing/Tweaking
  + Tests (Person in charge: All)
  + Fix Issues, Tweak Performance (Person in charge: All)

Sprint 4 (until 6.5):

* Testing/Tweaking
  + Tests (Person in charge: All)
  + Fix Issues, Tweak Performance (Person in charge: All)
  + Prepare Presentation (Person in charge: All)