# Augmented Reality Project: Blockgame

Team:

* Nina Knünz
* 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:

* Proof of Concept
  + Prototype moving Blocks – just Blocks without Animation
  + Check Kinect integration in Unity

Sprint 2:

* First Prototype
  + Prototype moving Blocks
  + Running Kinect Swipe recognition

Sprint 3:

* Testing/Tweaking
  + Tests
  + Fix Issues, Tweak Performance

Sprint 4:

* Testing/Tweaking
  + Tests
  + Fix Issues, Tweak Performance
  + Prepare Presentation