

Client:

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The Project: Open Source Kinect Games

During the fall semester 2012, students in my *Readings in Software Engineering* course created a game for the Kinect. The purpose of the game was to be a display item in one of the alcoves in the Brown building, to help promote the EECS department. This project continued during field session 2013 and as an ACM-X project for 2013-14.

There are two aspects to this project. The first is to transition to a more stable platform. The students in the Readings class chose to use a set of open source libraries to interact with the Kinect and recognized gestures. Unfortunately, support for at least one of the main libraries they were using has been discontinued. So during spring 2014, students with ACM-X (primarily Matt Wesemann and John Kelly) revised the system to use the Microsoft SDK. Although the basic functionality is in place, the system architecture should be reviewed and thoroughly tested.

The second aspect of the project is to extend the existing platform to support EECS game building/playing competitions. Functionality includes (but is not limited to):

- Ability to submit a game for the competition
- Ability to track player's scores
- Ability to vote for best game
- Leaderboard for game players
- Leaderboard for game makers
- Interface with CS-CONNECT for voting/results

Desired skills/experience:

- Strong software engineering skills are required (the code *must* be maintainable!)
- Must be comfortable with git

Location:

- On campus