VISION IMPOSSIBLE

Team Members

- Anıl Genç
- Cemal Aker
- Oğuzhan Taştan
- Oğulcan Eryüksel

Previously

- Problem definition
- Our solution
- Implementation with Kinect SDK
- C++ for Gaming

Where are we now?

- Replaced Kinect SDK
- Integrated our framework with C++
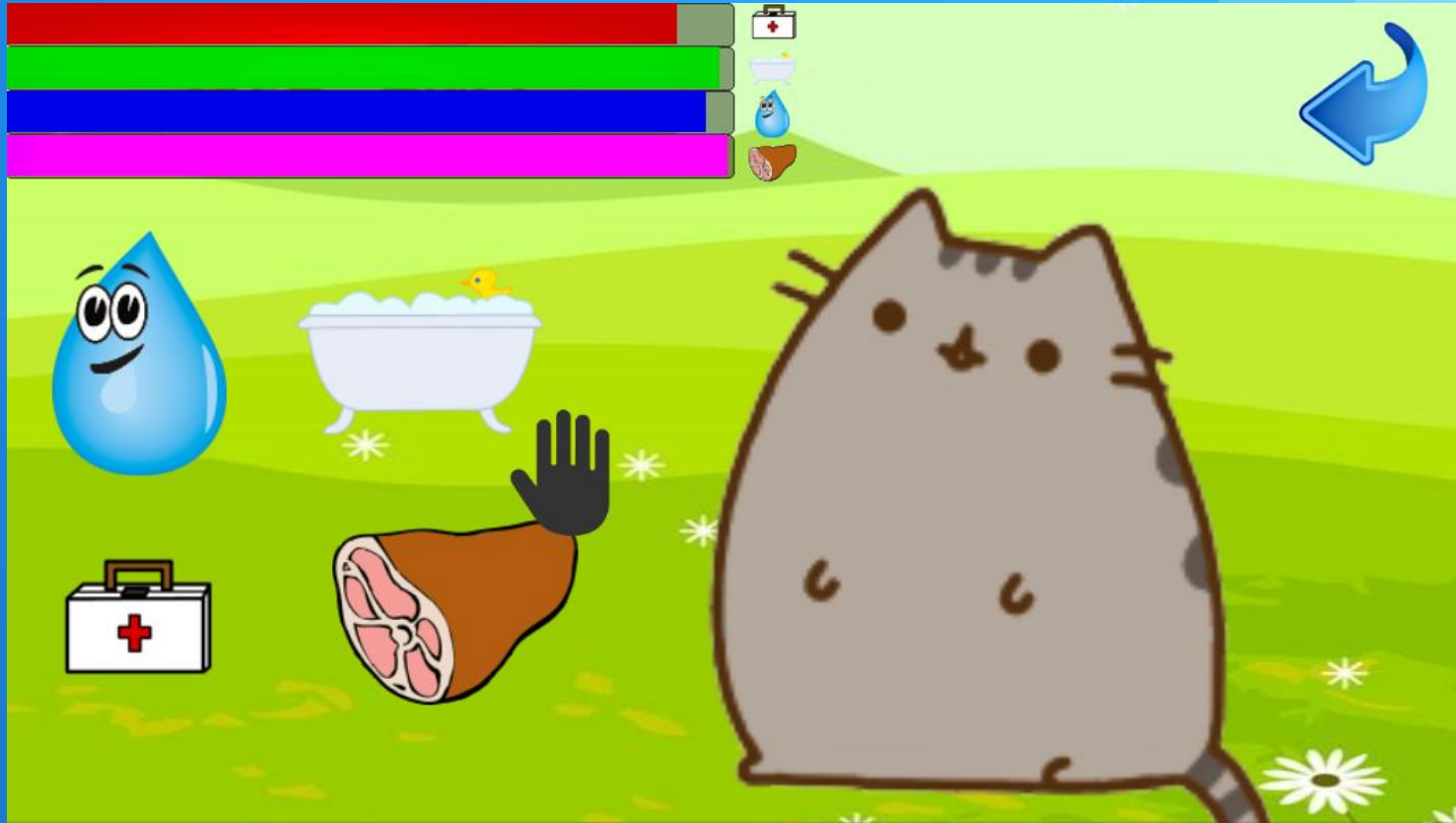- Communication between games and Kinect
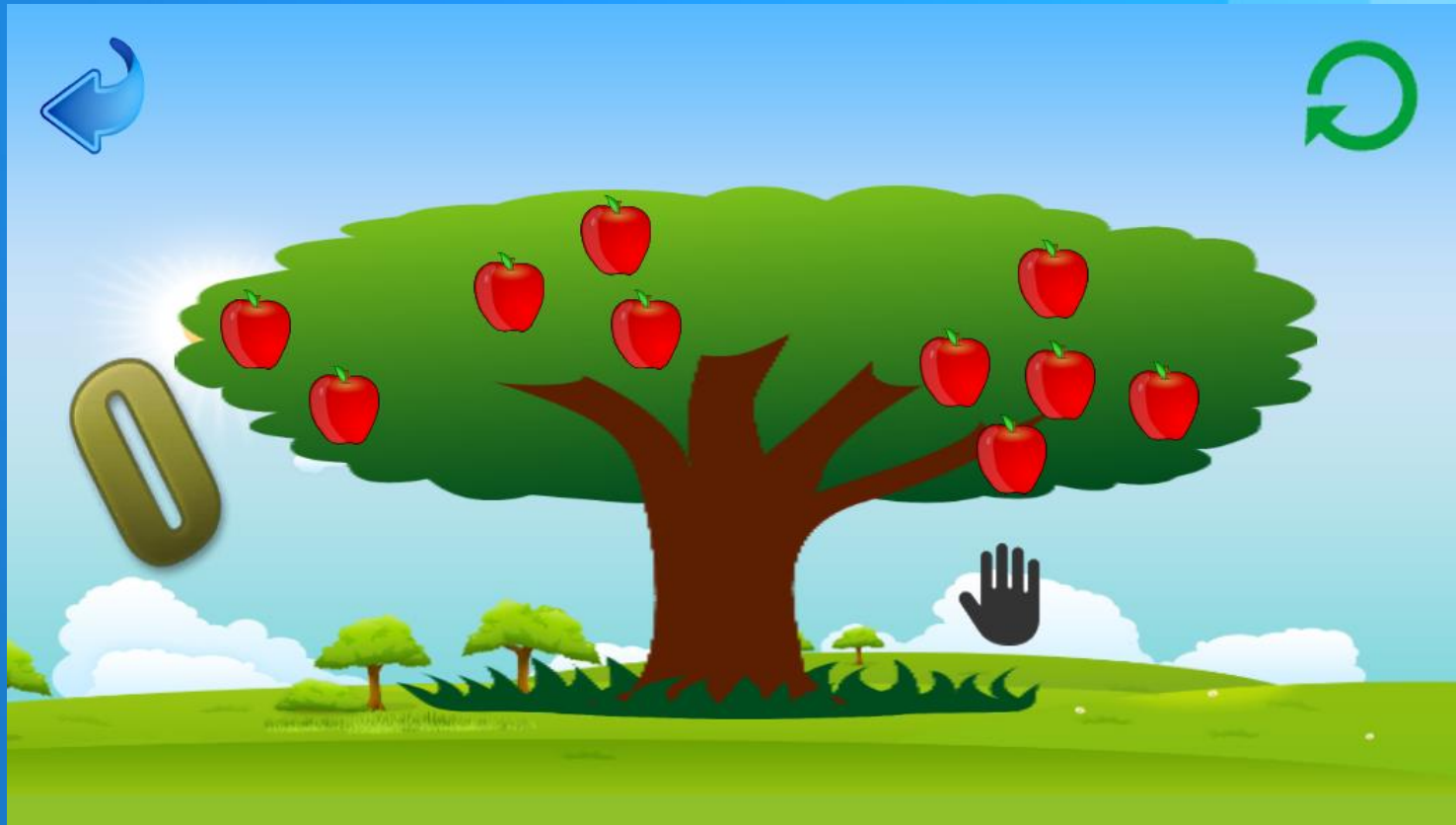
Where are we now?

- Moving games to Unity
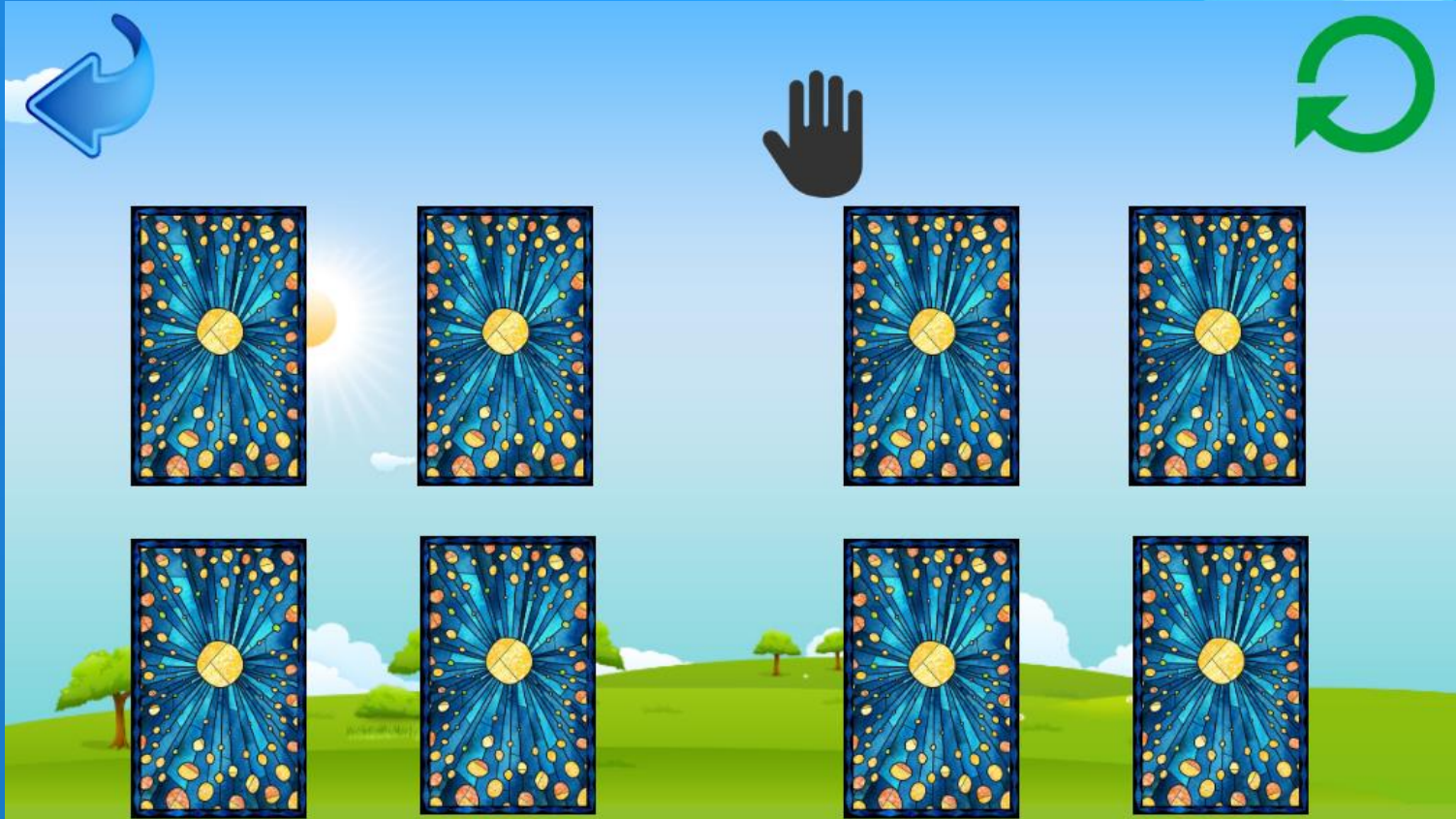- Graphic improvements

Pet Caring Game

Fruit Picking

Balloon Popping

Card Matching

Climbing a Ivy

From Now On

- Remaining games
- Connecting Dots
- Puzzle
- Graphic and gameplay improvement

Thank You. Any Questions?