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Kirby Laser Attack

Our project will deal with gesture recognition of data produced by the coordinates of a laser on a screen. The setup will involve a video camera pointed at an LCD screen covered by a scratched up transparent material. This material will help reflect the laser pointer so that the video camera can detect the dot that is produced. The video camera will be attached to the Labkit which will process the data and categorize the motion of the laser dot. We will use this as input to a simple multiplayer video game, which will be displayed as sprites on the screen. This game will be controlled by a red and a green laser pointer, allowing multiplayer functionality. In addition, the game will star Kirby as the main character.