Team 4
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6.111 Final Project Checkoff Checklist Fall 2014

Motion Tracker

1) Show RGB video display from camera
2) Demonstrate tracking of fingers/hand via crosshair cursors
3) Switch between visual display

Visualization

4) Show sprites following hands on screen
5) Sprites changing to correct color on wheel based on position
6) Sprites changing size depending on the volume (stretch goal)

Sound Generation

7) Play a single tone(one finger) 2 ways:
   a. Hold the note (long note)
   b. Staccato (short note)
8) Smoothly transition between notes within a single octave
9) Smoothly transition between octaves of a single note
10) Play notes along the wheel spiral (generic sound wheel test)
11) Repeat test 7 with multiple notes
12) Repeat test 7 with different timbre to the note (sounds like a different instrument) (stretch goal)