

Project Title: Harry Potter Spell Game

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Abstract:

We would like to build a Harry Potter spell casting video game. Basically, you should be able to make gestures with a wand in front of a camera and certain things will happen on a computer screen depending on your gestures. The virtual drum kit project served as inspiration for our game. We would like to use a similar technical approach. We also chose this idea because it is very buildable. At minimum, we can have a single player make gestures to do things like levitate objects on the screen. We can make the project more complex but adding in a second player and making the spell interactions more complicated.