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The Dueling Club: Project Checklist

The Commitment:
- ❏ Wand Tracking: This module will take in data from the NTSC camera and track its location to provide a spell number depending on movement of the wand. We will demonstrate this by making wand gestures and having a seven segment LED readout the number.
- ❏ Wand Visual: This module will also take the xy data from the NTSC camera and mirror the movement of the physical wand on the computer screen. We will demonstrate this by moving the wand in front of the camera and showing its movement on screen.
- ❏ Spell Generator: This modules takes the spell number and generates the spell response. We will have 6 single player spells working. We will demonstrate this by "casting" all 6 spells.

The Goal:
- ❏ Two Player Module: This version will be a two player versions of everything described in above. In this instance, the spell responses are point deductions from the other players. We will demonstrate this by showing the full dueling game.

The Stretch:
- ❏ Improved Two Player Module: Add sound and visual effects to our game. Expand the spell bank beyond 6 spells. This will be demonstrated by showing the full, improved dueling game.