Augmented Reality Fruit Ninja

6.111 Final Project

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overview

What in the world is Fruit Ninja?

our implementation is “augmented reality”

an immersive user experience:
advanced graphics, sound, physics
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motivation

NUI + Kinect = cool
FruitNinja on touch screen = boring
Augmented reality is next big thing.
Can we do it on an FPGA?
Challenges
Wins

Start screen
Give it a UI with score
Obey conservation of momentum
Add music
Cheat mode
‘Game over’ screen
"Bombs"
Schedule
Implement game logic blocks

Week of Nov. 12th
Implement user input blocks
Implement video output blocks

Week of Nov. 19th
Combine blocks into system

Week of Nov. 26th
Write final report
Work on final presentation

Week of Dec. 3rd
Final Presentation!

Week of Dec. 10th
Example of FPGA
Intuitive gaming is more fun!
A NUI is more immersive
Gaming without a controller requires less hardware
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