

Final Checkoff:

- Hand tracking: position of hands will be shown on the display
- Game map (rock-climbing wall) generated and displayed on the screen
- Player physics: the virtual player moves on the screen based on how the user moves his/her hands (speed and direction of motion)
- Glove input: grab and release sensing using flex sensors
- Glove output: small vibrating motors to give the user feedback
- Reset functionality

Turner:

- Hand tracking
- Glove sensing and user feedback

Chris:

- Display
  - Rock map
  - Game logic
  - Player physics
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Stretch Goals:

- Climbing-wall map creator: Allow the user to custom generate a virtual climbing wall
- Improving hand tracking: using edge detection instead of center of mass
- Better glove feedback for user (possibly use more motors)

Ambitious Goals:

- Head tracking: changing the map orientation depending on the direction user is facing
  - 3D graphics
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11/25 Status Update Target:

Individual blocks working to a large extent - hand tracking, glove I/O, display, map and game logic