Final Project Check Off Sheet

Project Title: Enhanced Gaming and Pointing

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Design

☐ State transition diagrams, Block Diagrams, Code for Video module. (David)
☐ State transition diagrams, Block Diagrams, Code for headset module. (Andrew)

Functionality

☐ Video edge detection and conversion into correct movement control signal for the Xbox or computer. (David)
☐ Control of viewing direction using sensors mounted on head. (Andrew)
☐ Demonstrate playing a video game using the enhanced controls.

Discussion

☐ How does the video module determine in which direction the player should move?
☐ How does the headset interpret the sensor signals? How sensitive is the system?