

Kinect-Tetris

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Description:

Everyone knows about a game called Tetris, when you have some complex block, composed of small blocks, that are falling down and you must complete a row to destroy it, you lose if you have a block that hits the top of the screen. What I propose is creating a natural user interface using Kinect to make a Tetris like game allowing two players. To make the game funnier and to create a good atmosphere between the two players I decided to make a cooperative game instead of a competitive one that would trigger some friction between the players.

Functions:

The purpose of this study is mainly to create a natural user interface with Kinect, according to me a natural user interface allows the user to move freely and easily. To achieve that project I chose to create a Tetris like game and to use unity because it is quite helpful when it comes to create a 3D world.

Tools:

Using a **Kinect** for the Tetris may be obvious because you have simple and natural movement, move a block to the right or to the left, make it rotate and make it fall down faster. The two player version must have some more feature than the one player, for example if one of the two players does not want a block he/she can just throws it to the other one. Using Kinect allows the players to just move a hand to move the blocks, and because of its great adaptability it allows a large degree of liberty in the gesture recognition. The use of **unity 3D engine** allows me to easily create a 3D environment and make the interaction between each block and each player.

Expected results:

The results I am expecting from this project are quite simple: a 3D environment that generates a 3D Tetris allowing two players, where the players interact with each pieces in a logical and natural way using Kinect.