

Project Abstract for Daneaya Wallace and Laura M. Roberts

We have decided to make a Vegas-style slot machine, given that online gambling is popular nowadays. Our slot machine will take in hand motions as inputs from a camera and output the standard slot machine behavior to a screen. In order to implement this, we are going to divide the project up into two parts: the inputs from the camera (and maybe some buttons) and the outputs to the screen. In the end, we will deliver a fun, interactive, and visually-appealing slot machine. This project is complex but lends itself well to modularity and incremental development.