Client:
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The Project: Open Source Kinect Game
During Fall 2012, students in my *Readings in Software Engineering* course created a game for the Kinect. The game is a recycling game in which the players have to swipe objects of various types into the appropriate bins (recycling bins, trash). The purpose of the game is to be a display item in one of the alcoves in the Brown building, to help promote the EECS department. The game uses third party software running on a Linux box to interact with the Kinect.

In addition to the game, there is a splash screen that has various dynamic displays (e.g., tweets, weather, etc.) and is used to launch the game.

The game and the launcher are functional but not polished. The purpose of this field session would be to convert the program into a true open-source project that can be maintained and updated by Mines students.

Specific requirements:

- research how open source projects are run, organize the project so that other Mines students can easily contribute
- learn the 3rd party software that interacts with the Kinect. Set up a working Linux box that can be used in the Brown alcove. If possible, figure out how this can also be used on a Windows box, so that students can work on the project regardless of platform.
- fine-tune and add functionality to the splash screen
- fine-tune the game
- time permitting, create at least the skeleton for a second game so future students have a couple game options to contribute to.

Desired skills:

- the game and splash screen code is written in Java
- strong software engineering skills are required (the code *must* be maintainable!)
- at least one person should have good *nix skills (or skills working with third party libraries), to help make the connection to the Kinect box.

Location:

- on campus