

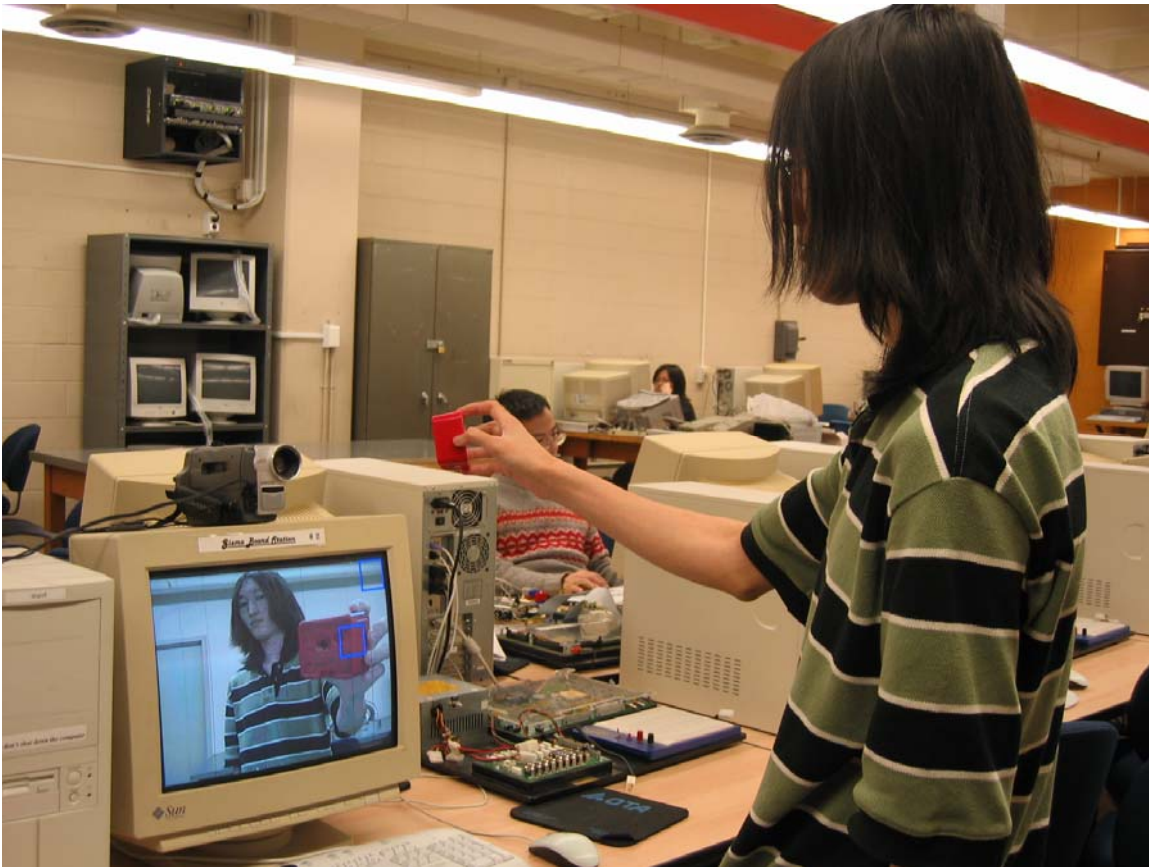
# Interactive Video Game

## Picture Documentary

*An ECE532 (Digital Hardware) project of 2005*  
EXTRA SUBMISSION

Leo Hwang (990832060)  
Timothy Li (990964505)

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**Figure 1 – Leo's image is being captured by the video game (displayed on the monitor), which is also tracking the red object he is holding.**

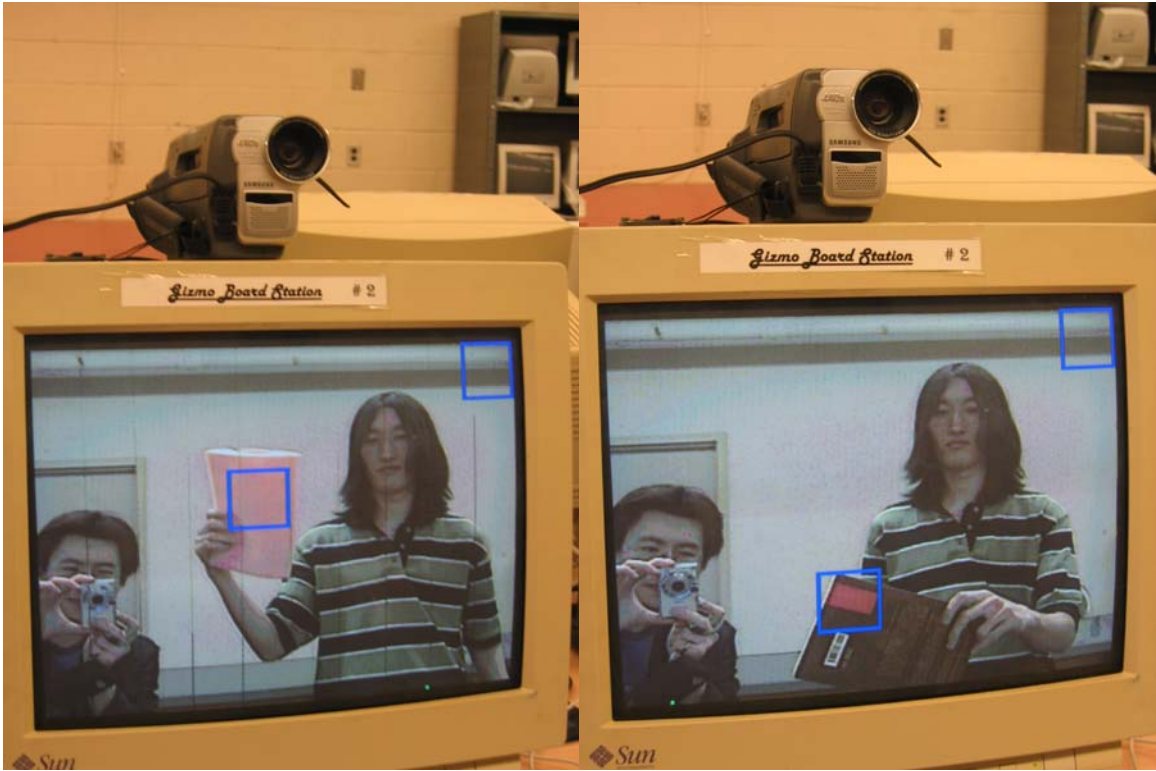


Figure 2 & Figure 3 – These pictures show the detection of other red objects.

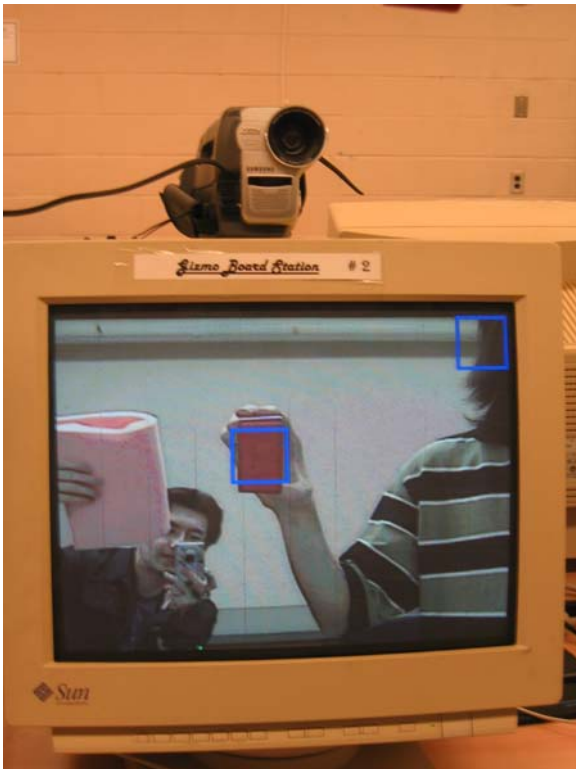


Figure 4 – When there is more than one red object, the system will detect the “reddest” one.



Figure 5 – Note how the video input is horizontally flipped when we show the camera's status. This was necessary so that the user's left hand would appear on the left side of the monitor: otherwise gameplay would be very confusing!

Figure 6 – Another photo, but with the game in action. Note the score (in orange) on the top left corner, and the lives (yellow square in top right corner).

