

Kinecond Maze



Walk: Put your left hand in front of your body



Run: Put your both hands in front of your body



Turn Left: Turn your left hand to the left direction



Turn Right: Turn your right hand to the right direction



Fly: Put both hands up



Land: put both your hands down



Mouse Move: Put left hand up and move your right hand



Mouse Click: put your right hand in front of your body and push

Some Code:

```
processMouseSelected(sd);

switch (stateAvatar.get())
{
    case AvState.MOUSE_SELECTED:
        processMouseGesture(sd);
        actionMouseGesture(sd);
        break;
    default:
        processAvatarGesture(sd);
        actionAvatarGesture(sd);
        break;
}

private void processAvatarGesture(Skeleton sd)
{
    if (gestureAvatarWalk(sd))
        stateAvatar.set(AvState.WALK);
    else if (gestureAvatarRun(sd))
        stateAvatar.set(AvState.RUN);
    else if (gestureAvatarSpinLeft(sd))
        stateAvatar.set(AvState.SPIN_RIGHT);
    else if (gestureAvatarSpinRight(sd))
        stateAvatar.set(AvState.SPIN_LEFT);
    else if (gestureAvatarGoFly(sd))
        stateAvatar.set(AvState.GO_FLY);
    else if (gestureAvatarGetDown(sd))
        stateAvatar.set(AvState.GET_DOWN);
    else if (gestureAvatarSitDown(sd))
        stateAvatar.set(AvState.SIT_DOWN);
    else if (gestureMouseClicked(sd))
        stateAvatar.set(AvState.CLICK);
    else if (gestureJump(sd))
        stateAvatar.set(AvState.JUMP);
    else
        stateAvatar.set(AvState.NONE);
}
```

```
private void actionAvatarGesture(Skeleton sd)
{
    switch (stateAvatar.get())
    {
        case AvState.WALK: walkAvatar();
            break;
        case AvState.RUN: runAvatar();
            break;
        case AvState.SPIN_RIGHT: spinRightAvatar();
            break;
        case AvState.SPIN_LEFT: spinLeftAvatar();
            break;
        case AvState.GO_FLY: goFlyAvatar();
            break;
        case AvState.GET_DOWN: getDownAvatar();
            break;
        case AvState.SIT_DOWN: sitDownAvatar();
            break;
        case AvState.JUMP: jumpAvatar();
            break;
        case AvState.CLICK: mouseClicked(sd);
            break;
        case AvState.NONE:

        default:
            break;
    }
}
```