Hangman Style

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The idea and the choice

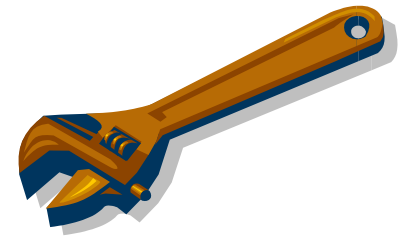The famous Hangman game revisited for disabled children.

Using the connection of Kinect and Microsoft Ink it´s possible to be done.

Used technologies

- Programming Environment: C# in Visual Studio

- Kinect for speech recognition

- .Net-Library for text-to-speech

- WPF to build user-interface

- Microsoft Ink

- Microsoft Access

- Adobe Photoshop

Subtasks

- Implement text-to-speech and voice modulation
- Implement WPF-window for controlling
- Create presentation
- Implement Microsoft Access database linking it to C#

Difficulties

Linking Microsoft

Access with C#

Clean canvas after drawing a letter

Problem solved

Using Microsoft recognition

Work together

Problem unsolved

Ask for hints

What was learned

Despite the difficulties we have learned to use C#, Visual Studio,Microsoft Ink, Speech recognition and working all together.

Screenshot

Demonstration