Winter break report

Joseph Groenenboom
- Added several links to tutorials and resources for the Kinect in the Notes folder under Kinect Notes in the Google Drive folder Team May 13-04
- Added Current Resource Needs to the Notes folder to detail needs for the project. Other members are encouraged to use the same document for their resource needs.
- Made a spreadsheet for Kinect tracking called Kinect Sign Out in the group folder and sent an email to encourage its use in addition to the sign out sheet in the Senior Design Lab locker.
- Added two resource needs: data and another Kinect for Windows. These needs are indicated in the Current Resource Needs document.
- Sent a reminder email for the December 21st meeting.

Brian Kraus
- setup development environment on lab computer
- Made initial commit of prototype to bitbucket
- implemented skeletal tracking
- implemented falling objects
- got Collision detection working

Mitchell Ehlers
- Got the colorstream for the Kinect Camera working
- Currently working on a Green Screen effect using depth data and the colorstream from the kinect camera.
- Found/posted a document on how to program with the Kinect using XNA. Under the "Notes" folder.
- 1/12 having a hard time getting the green screen effect to work, plus I think even if I do figure it out it doesn't look very good (there is a example program in the developer kit). So I'm now working on making a background for the game.
- 1/13 got the bones drawn for the skeleton tracking. Works well, very responsive.
- 1/14 got collision detection sort of working. I'm still testing it, but its a start.

Robert Romore
- Researched which user interface libraries there were for XNA and decided on using XUI (http://xui.codeplex.com/)
- Worked on sketches for the user interface
- Decided to implement a simple user interface which would be easy to change later and instead focus on UI utilities like a ScreenManager.
- Took notes during our meetings.