This project uses the Microsoft Kinect sensor as a depth sensitive camera to detect hand gestures such as open, close and swipe to implement a simple 8 piece puzzle. The computer simply acts as an interface between the Kinect and the DSP kit to convert the depth data into a color coded video stream. This video is processed in real-time to detect the hand gestures performed by the user.

The UI consists of the 8 tiles of the puzzle itself with play time and number of moves counter. Waving an open hand behind any tile highlights it as shown. Buttons on the top left and right corners are for changing the puzzle and shuffling the tiles. The main banner also acts as a cover for some onscreen debug parameters.