STUDENT: OK so basically, the premise or our game is we're essentially trying to knock people out of the way. They're coming towards us and you're moving as the first player. And when they come too close to you, they stick to you. They stick to your screen.

[CLAPPING]

And you're trying to move them out of the way with your hand, which is, right now, a cube object.

[LAUGHTER]

Because we couldn't find any arms that were free.

STUDENT: And the functionality isn't quite there yet. We couldn't get the gestures for it. We were trying to set up the game and focus on colliders, because that was giving us a hard time. So I think that shouldn't be too hard to implement in the future. But we can show you what we have for now.

STUDENT: Oh, and yeah, we got to this breakthrough in the past, what? 20 minutes?

[LAUGHTER]

So one of that time that he told us to [INAUDIBLE] computer, we actually got something to work. So as of right now, it's just kind of an animation of things happening. We haven't actually-- our mouse moves, but doesn't do anything. So it's just-- yeah. Should I do maximize on play? Oh yeah.

[LAUGHTER]

There it goes.

PROFESSOR: Oh. Oh.

STUDENT: Oh. Oh. Oh. There we go. And that's probably the end of it. But yeah, we got the people to stick in here. That's the best.

[LAUGHTER]

And I think-- so basically, how we designed it is that we had a cube object. And we made that

our trigger. It's invisible. It's only made of mesh. Whatever.

PROFESSOR: Right.

STUDENT: Yeah. And we made it invisible. And so that whenever people collide onto it, the object gets destroyed. And we have stuff already pretty bare, as you can see. And it's inactive beforehand. So once someone collides, someone appears. So it's like someone has stuck to you, but no, people are just already there. But they disappear.