

MAY: Hi, guys. I'm May. This is Alvin, Jimmy, and Tyler. So our group, we wanted to do [INAUDIBLE]. And it's kind of like-- our plan was to make it more arcade style. So you have levels and you go from one game to another. But because of time constraints, we ended up making four separate games here. And we will show you the first ones--

ALVIN: And [INAUDIBLE] games. So we decided to try out [INAUDIBLE].

MAY: So the games are made with [INAUDIBLE] of putting it into the Kinect. [INAUDIBLE] chance with the Kinect. So [INAUDIBLE] go on the keyboard.

ALVIN: [? So ?] this game, "Chicken Run." You have to make it across obstacles [INAUDIBLE] in between the obstacles like arrows and [INAUDIBLE]. So yeah.

[INTERPOSING VOICES]

[LAUGHTER]

MAY: [INAUDIBLE] are--

[LAUGHTER]

[INTERPOSING VOICES]

[LAUGHTER]

ALVIN: [INAUDIBLE] please. [INAUDIBLE]

[INTERPOSING VOICES]

[LAUGHTER]

[APPLAUSE]

MAY: So far, this game. It was [INAUDIBLE] that had to be the waiter bringing food to the customer. We couldn't find a way faster [INAUDIBLE] that's like flying chickens. Oh no.

So our games surround [INAUDIBLE] restaurant team. So for "Catch Catch," this has no special graphics because we didn't really have time. And this also turned out to be like a burger stacking game.

And the idea is that, if while you're playing--

[LAUGHTER]

So the idea is the two players are fighting for-- What happens is, if one player has a higher one, the other player has a higher chance to get the burger.

[APPLAUSE]

And then there's "Chef Dash."

JIMMY: This is "Chef Dash." You control two different chefs, one in white and one in black. So you have certain orders in the top left and you have to fulfill those through the window. So if I want to make pizza, I take the pizza over here and start cooking it in the oven. But I need to put a plate on the window. And then once the pizza is done, you should hear a beep beep beep.

[BEEPING]

Like that.

[CROWD OOH]

[BEEPING]

And so then you can take that out of the oven and then put it in the window. And it removes it from the order. You also get tips. So we have steak and pizza and then also soda. The soda, you don't have to cook. So you get more--

[LAUGHTER]

You have to put the--

[BEEPING]

So then there's some [INAUDIBLE] black for the Chef Black, white for the Chef White. And you get five tips for soda since you don't have to cook it. And then steak and pizza you get 10. So like--

ALVIN: First to 100 tips wins.

JIMMY: Yeah. First to 100 tips wins. It can get really hectic if you're putting a whole bunch of things in and trying to get orders.

Like I was playing earlier and me and my friend both tried to put an order in at the same time for the same thing. Like there was one soda order. And I barely put it in before him. So he didn't get the tips and they just sat there in limbo. It was just fun.

Yes. The first one to 100 tips wins. It would take a while to finish but we can go to the next game.

MAY: OK.

[APPLAUSE]

I think this game will be really more fun on the Kinect.

JIMMY: Yeah.

[INTERPOSING VOICES]

ALVIN: [INAUDIBLE] control the knife. [INAUDIBLE]

[LAUGHTER]

[INAUDIBLE]

[LAUGHTER]

It sort of gets harder.

[LAUGHTER]

There's sort of a [INAUDIBLE]. [INAUDIBLE] chopped [INAUDIBLE] within the food itself, it won't count. So for example, you see this broccoli.

[LAUGHTER]

[INTERPOSING VOICES]

[APPLAUSE]

MAY: That's the idea of the game. So our [INAUDIBLE] wanted to [INAUDIBLE] arena and then you could do a whole telling out at the end. But yeah. For now, it's like just four mini-games separated. Any questions? Any

JIMMY: Do you have any questions? All right.

[APPLAUSE]