STUDENT: So I believe this is kind of working. And this looks cool.

STUDENT: Can you do [INAUDIBLE]?

[LAUGHTER]

STUDENT: OK. [INAUDIBLE] how quiet it is.

[INTERPOSING VOICES]

[LAUGHTER]

Dance off.

[LAUGHTER]

STUDENT: But yeah. It's really cool. So we actually finally got the Run Model online. And what it is, if you look at the [INAUDIBLE], it's actually split into a lot of different things, like the pelvis. And then it goes into legs and then knees.

So basically what we did is we moved it like this. For the wifi, we matched the left hip and then knee to knee, and so. We just went through each of the different parts.

And also one thing to keep note of--

STUDENT: Cool.

STUDENT: For easy access for the arms and legs because with Connect, it would go weirdly. Like your arms would be going backwards.

ABHINAV GANDHI: At first it was almost as if my body was backwards. Like I was in Godzilla suit in backwards. So I looked really, really weird. Very scary. The idea was supposed to be Kinect. But we seem to be experiencing some issues with the Kinect. But the initial game with Kinect was that, you would have to move your body in order to avoid the obstacles.

KYLE KEANE: Giant Spiderman?

STUDENT: Including the Spiderman. He tries to tell people he can't do anything.

[LAUGHTER]

STUDENTS: No.

[INTERPOSING VOICES]

[LAUGHTER]

Make sure to walk on them.

[LAUGHTER]

[INTERPOSING VOICES]

[STUDENTS GASPING]

MARK VRABLIC: So used this as a--

[INTERPOSING VOICES]

[LAUGHTER]

STUDENT: So if you kill too many people, then you lose.