

SHIRT SLASH

By Chris DeLeon

1. Each player puts on a long-sleeve shirt. Shirts should fit closely; a loose shirt will reduce accuracy of automatic mark detection and also show near misses as hits.
2. Each player then selects a fabric marker color that will show up with high contrast against the opponent's shirt color.
3. Take turns standing in front of the ShirtSlash Processing app, facing the camera with arms out, and press Spacebar to save each "before" picture.
4. Set a timer for 45 seconds. For added safety, regulatory rules can be declared at this point such as "players must start within reach and keep their feet planted" or "players are not allowed to grab opponents with the free hand."
5. As the timer counts down, both players attempt to mark one another's shirts by employing swipes, stabs, and light grappling, while avoiding marks on their own.
6. When the timer finishes, players then take turns posing in front of the ShirtSlash Processing app, matching the overlay of the pose and angle they stood in pre-match.
7. The Processing app will then compute before/after differences for each player, calculating a damage score per player and declaring a winner of the match.
8. Optionally, players can then add a short 1-line log of the results to the back of each shirt, as a cumulative record of how various matches ended.
9. Because damage is calculated based on a delta from before/after the round rather than absolute condition of the shirt, the same battle shirt can be reused many times in matches against different partners.
10. Wear your one-of-a-kind play-history shirt out with pride! When others ask about it, introduce the concept of this new computer game that you play, explaining that your sparring partners have inadvertently designed the shirt you're wearing.