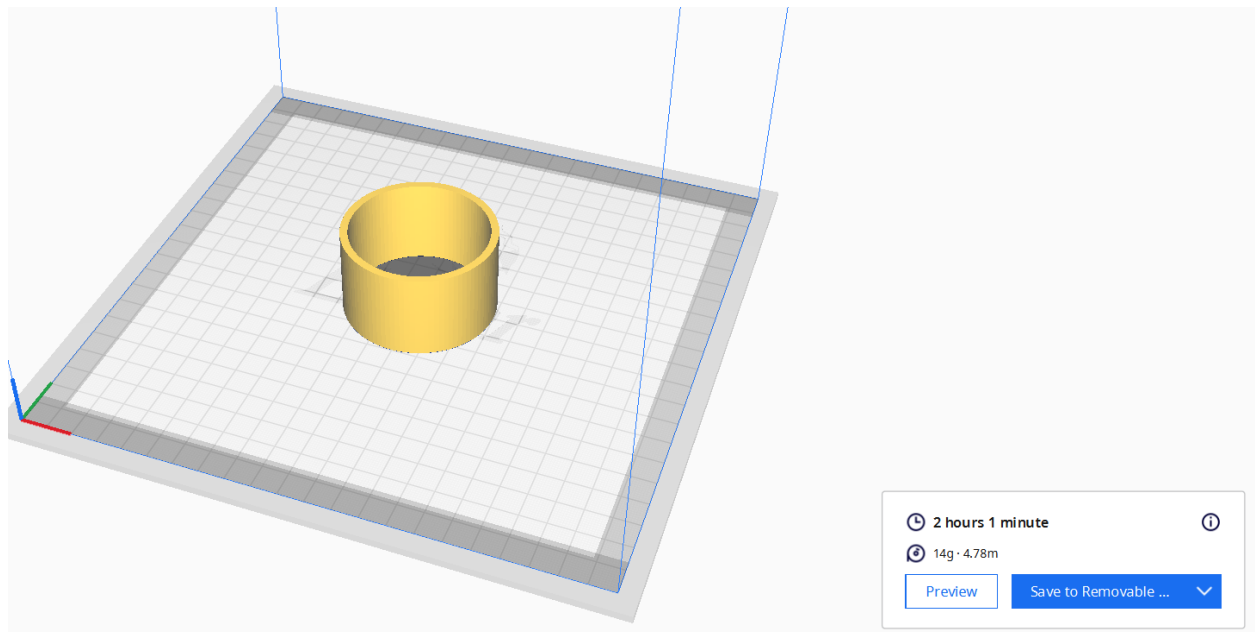
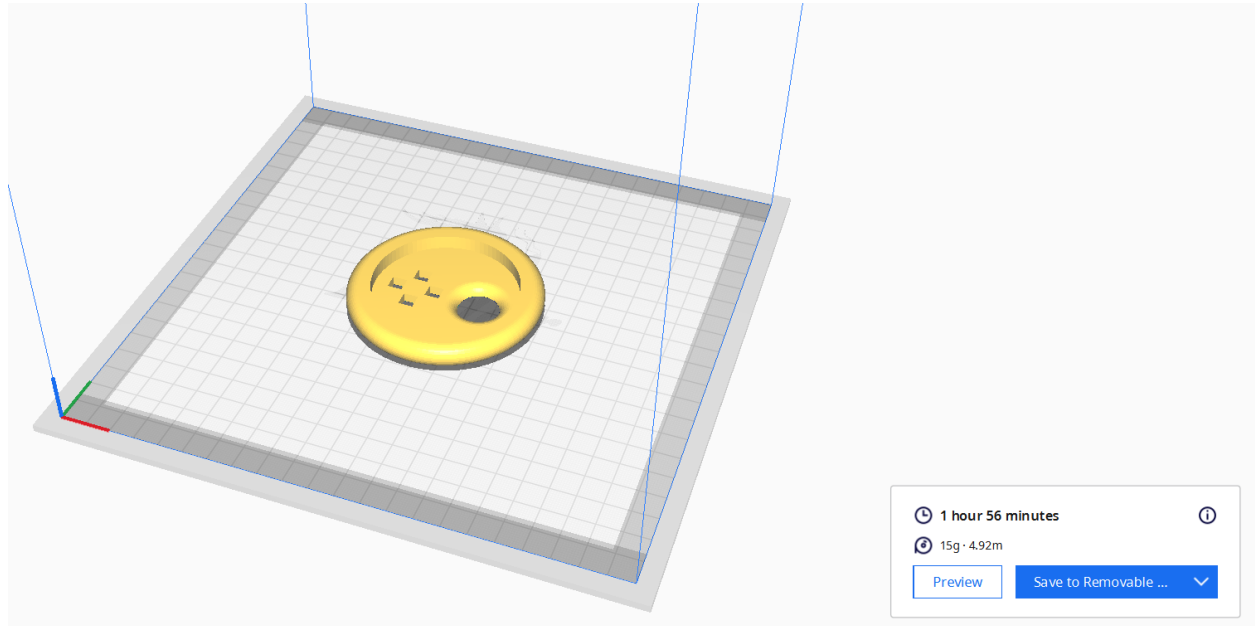
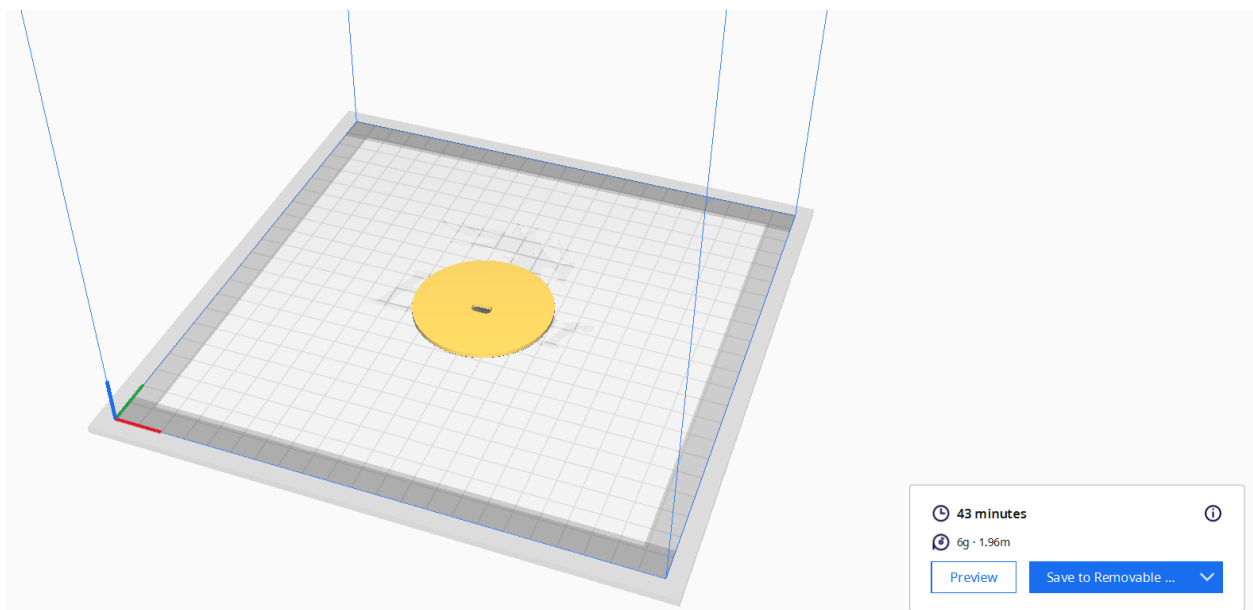
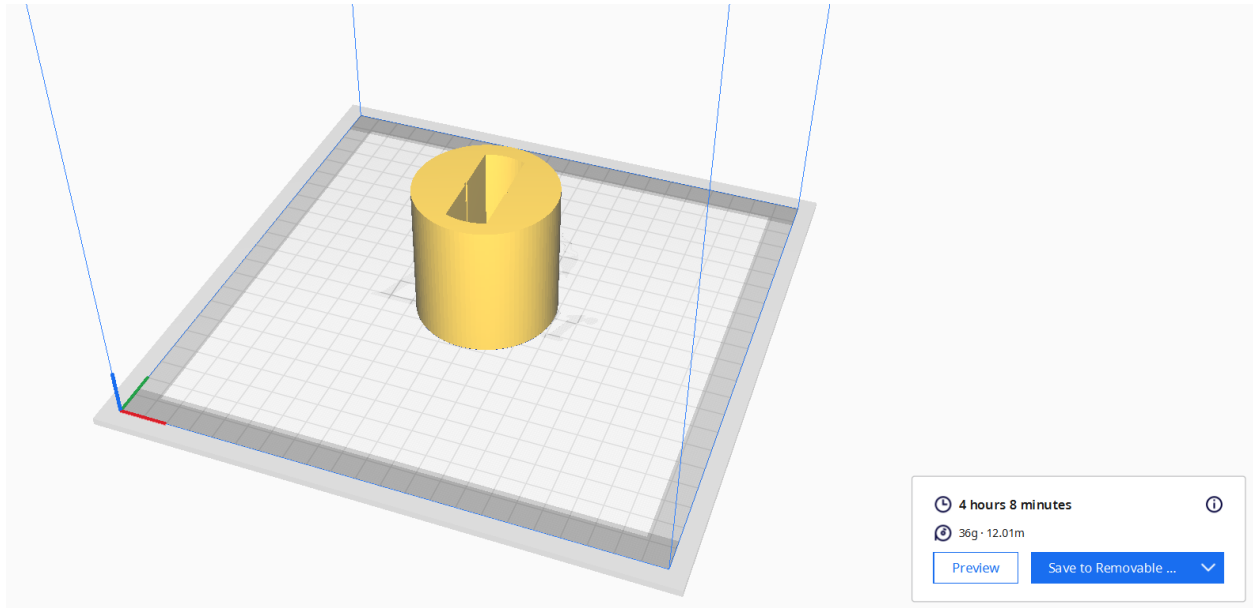


Our interactive scene will be a simple puzzle game where the player needs to press the 4 buttons to open and close certain doors. The goal of the game is to open and close doors to get to the end of the level within a certain time. Our win condition is the player getting to the end of the level. Our lose condition is if the player takes too long. Our inputs will be 4 buttons as well as the analog stick. Our outputs will be the coloured doors opening and closing, as well as movement.





Total print time took around 9 hours to complete and all of the printing and the materials used for everything was PLA.

Slicer Video

<https://youtu.be/FwMq-P8gKks>

Unity/Electronics Demo

<https://youtu.be/wh2mzqfK3ug>

Progression Video

<https://youtu.be/n0-jOjkhg8c>

Fabrication Video

<https://youtu.be/tMdA8l9oKoo>

Alexander Chow:

- Programmed the scene and arduino code
- Tested electronics
- Purchasing of materials

Joseph Carrillo

- Wired all electronics
- 3D printed the controller and assembled
- Purchasing of materials