Streaming of data

1: Launch the XDFStreamer and stream a file of your choice :  
  
A screenshot of a computer

Description automatically generated

In this case the memorydata.xdf file was selected and streamed.

2. Launch the game (Found in Build 🡪 Game 🡪 ThesisClean) & play:

A black and white screen with white text

Description automatically generated

A black background with white text

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3. Run the script Visualizer.py

A screen shot of a computer

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Game Mechanics:

* The Game starts with 50 lives, which should allow to finish setting up without the player loosing.

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* The Text in the top-middle part of the screen indicates what types of controller is being used.  
  In this case a mouse was used but this can be changed at anytime in game by pressing on the space bar.

A black background with white text

Description automatically generated A close up of a logo

Description automatically generated

* The score goes up in increments of 1 every time the player destroys a crate.  
  A blurry image of a group of squares

  Description automatically generated
* The lives go up by 1 every time the player destroys a heart.

A red ball in the sky

Description automatically generated

* The game is finished if the player destroys a bomb.

A white sphere with a black object in the middle

Description automatically generated

The controls are :  
- space bar : change controller

* P : pause and resume
* E : photic stimulation following typical EEG procedure
  + flash frequencies in order: 1 - 2 - 8 - 10 - 15 - 18 - 20 - 25 - 40 - 50 - 60 Hz
  + 5 seconds of flashin and 5 seconds break between each frequency
* R: photic stimulation at random in a window of 10 seconds.

Changes that can be made:

The number of live can be changed in Unity in the GameManager gameObject Inspector:

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Comments:

There seems to be an issue with the script : LSLOutletOnDestroy.cs which should provide a visual representation of when the crates are destroyed.

The script LSLOutletFlash works and there will be a visual representation of the flashes in game and in the LSL Plot :  
A screenshot of a computer screen

Description automatically generated