



mindGames

@Mind_Game

3D game



Our game

The idea:

take place in WW2

you must defend your base from waves of enemies



using an artillery

```

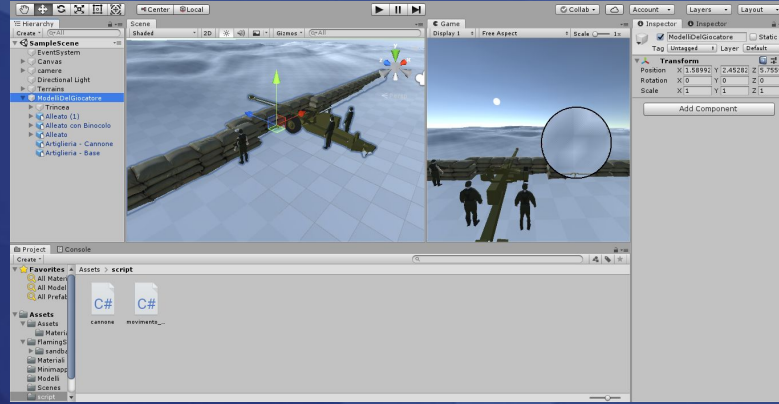
public GameObject puntino;
private GameObject puntinoTransform;
private float x;
private float y;
private Quaternion prova;

void Update()
{
    GameObject puntino = GameObject.Find("puntino");
    if (puntino != null)
    {
        puntinoTransform = puntino.transform;
    }
    else
    {
        Debug.Log("puntino not found");
    }
    x = puntinoTransform.position.x;
    y = puntinoTransform.position.y;
    if (x <= 50)
    {
        x = 50;
    }
    if (x >= 325)
    {
        x = 325;
    }
    if (y >= 130)
    {
        y = 130;
    }
    if (y <= -122)
    {
        y = -122;
    }

    //altezza = (-50x-1120-61000)/8;
    prova.x = ((-50 * y) - 62120) / 8;
    //rotazione = (415x-24350)/40;
    prova.y = ((415 * x) - 24350) / 40;
    prova.z = 0;
    transform.SetPositionAndRotation(transform.position, prova);
}

```

It is programmed in



with models created in

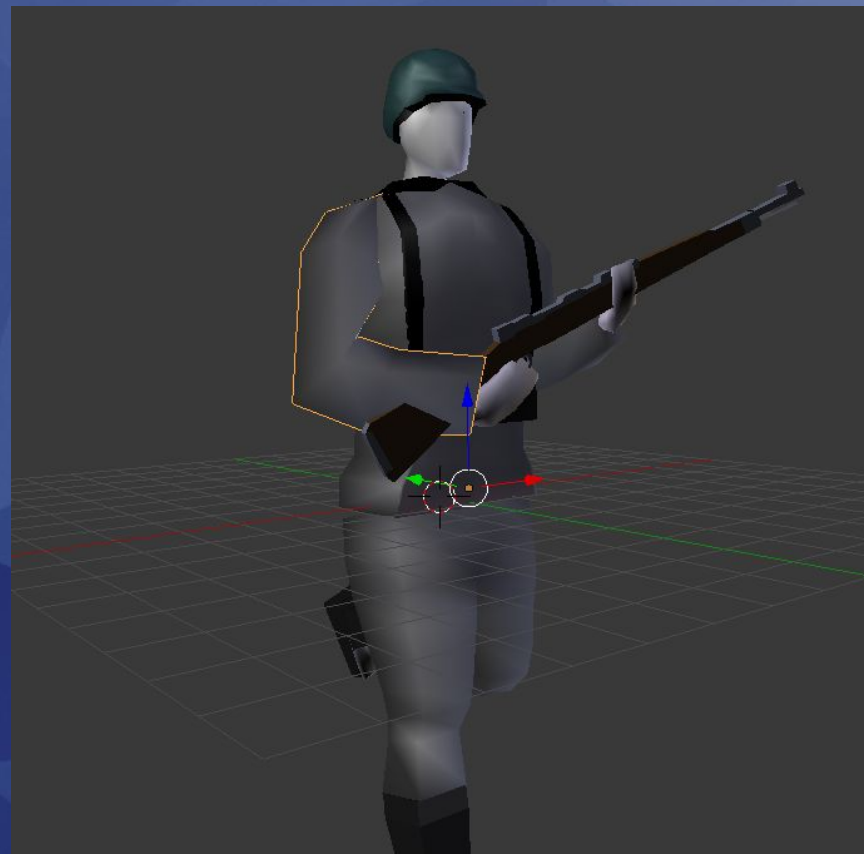




Ally



Enemy



Emotiv EPOC+ Headset

What we need to use it:

- Emotiv control panel
- Emokey
- Emotiv EPOC+ Headset

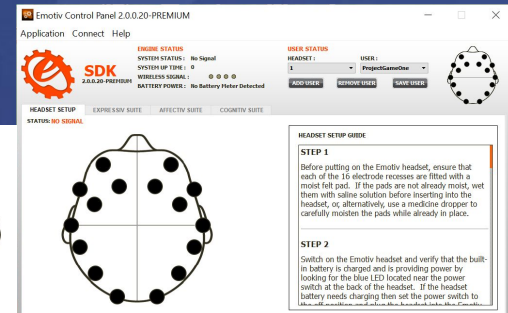
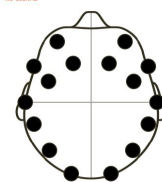
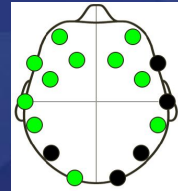
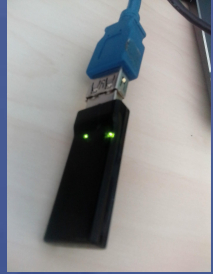


The background is a dark blue field composed of numerous overlapping, semi-transparent triangles of varying shades, creating a low-poly, crystalline effect.

How to use it

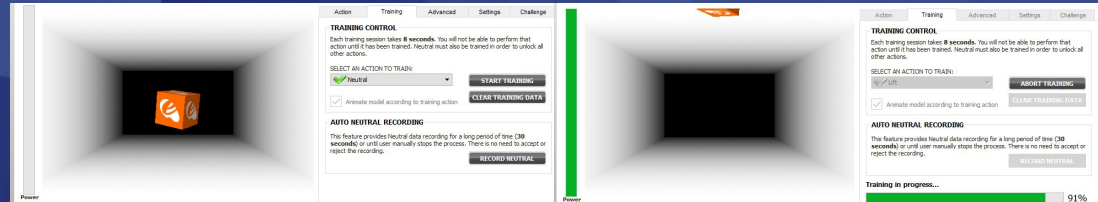
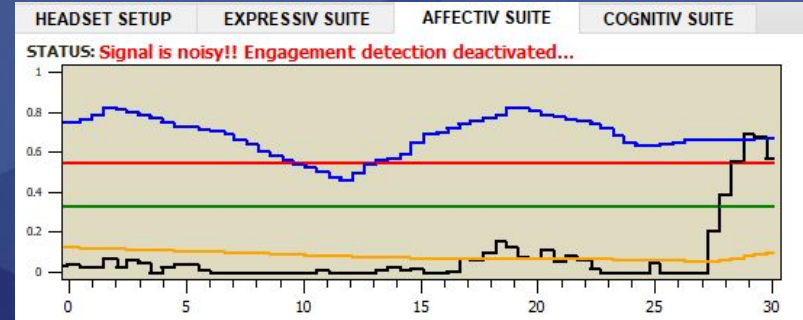
Prepare the Headset

- Water the headset anodes with salt water
- Plug in the usb driver
- Turn on the headset
- Put the headset on the head



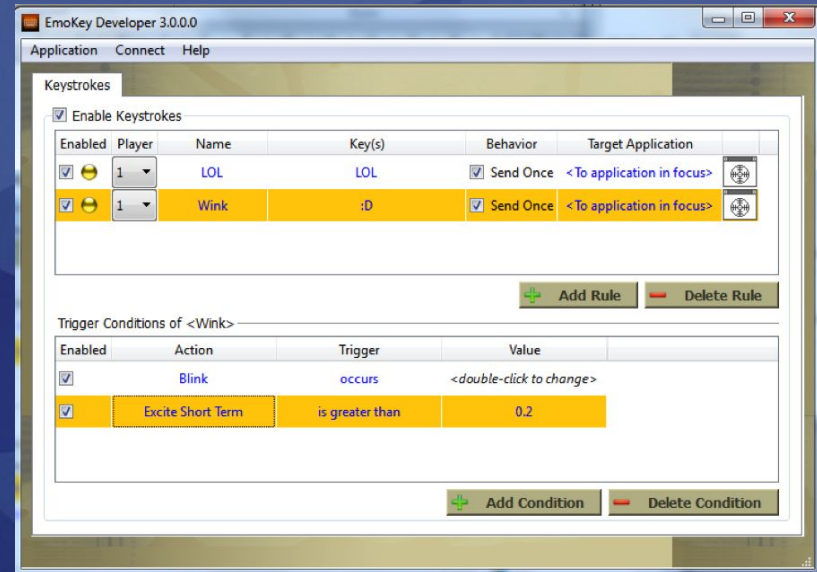
Setting up the Emotiv Control panel

- Move the headset's anodes to make all the signals (possibly) green
- Check that the graph is functioning
- Make the training for the neutral and requested actions



Setting up the Emokey program

- Open the Emokey Program
- Connect Emokey with the Emotiv Control Panel program
- Set the requested keystrokes we want to use
- Set the wanted condition for every keystroke





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