

Co-op Ship Game

Concept

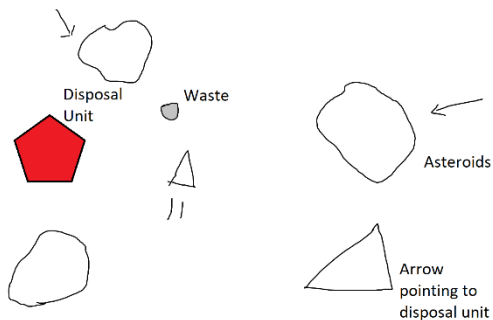
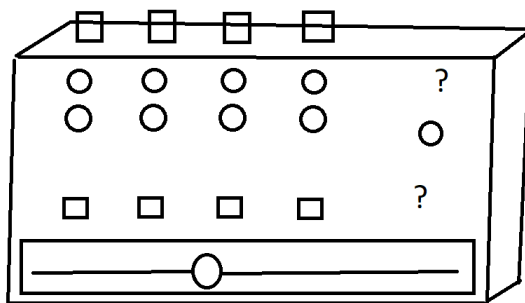
The concept is a co-op ship game, where one player dodges and destroys asteroids, and gathers materials to send to the other player. That player is using a physical console object, where they inspect the materials, see their color, if they're damaged or not. The players must work together to navigate the map as efficiently as possible, dropping off goods in the correct colored star station.

Use

One player uses the mouse and keyboard to shoot asteroids. The other player presses buttons on a console to inspect materials, weighing the risks of inspecting things for too long, and directs the other player how to move around the map best.

Technical stuff

The project mostly uses LEDs and buttons, but there is a lot of communication between processing and Arduino- I wanted this to be a truly interactive experience between the computer and the console. You also use a slide potentiometer to select between different cargo bays.



Challenges

Working with the physical components was a challenge. Things often go wrong, and there are so many vectors to check over and over again. Everything has to come together just right, and it doesn't help how you can't use the serial monitor in Arduino to check how the data is being sent, so you are blind if there are problems.

Takeaways

I have a lot of respect for people who do wiring and physical computing. Getting something to work is always satisfying, but I can't help but think that I could have added more features. I feel like I have improved as a programmer however, and made something great from scratch.

If I could do things differently I would give myself more time. And also maybe not take the covid vaccine just a few days before a big project is due.