

Enclosure Design

1. Conceptualization

1.1 Scenario Setting

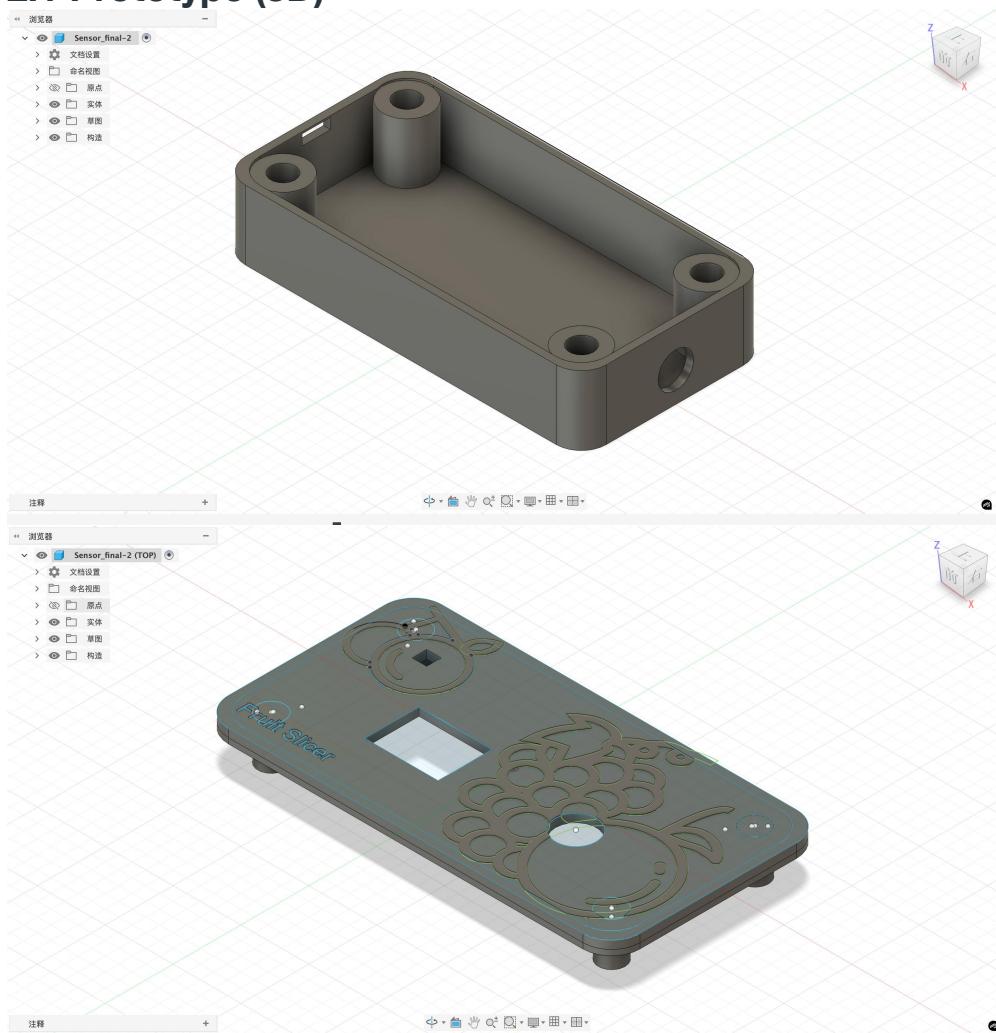
Since the game is intended for portable use in various daily scenarios, such as commuting, between-class breaks, and at-home relaxation, and needs to support quick on-the-go access, its hardware shell is designed as a palm-sized mobile form factor. The overall shape is compact and lightweight, making it easy to store in pockets or small carry bags while ensuring convenient operation when held, which perfectly meets the needs of mobile usage across multiple daily scenarios.

1.2 Hardware Considerations (Hollow-out Required)

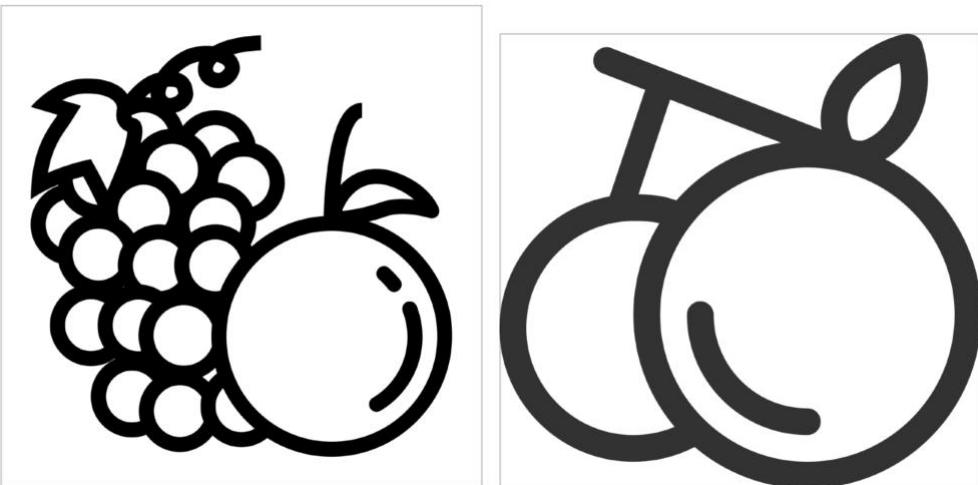
OLED display, LED, switch button, USB Type-C port Design

2. Design

2.1 Prototype (3D)



2.2 Pictographic Elements



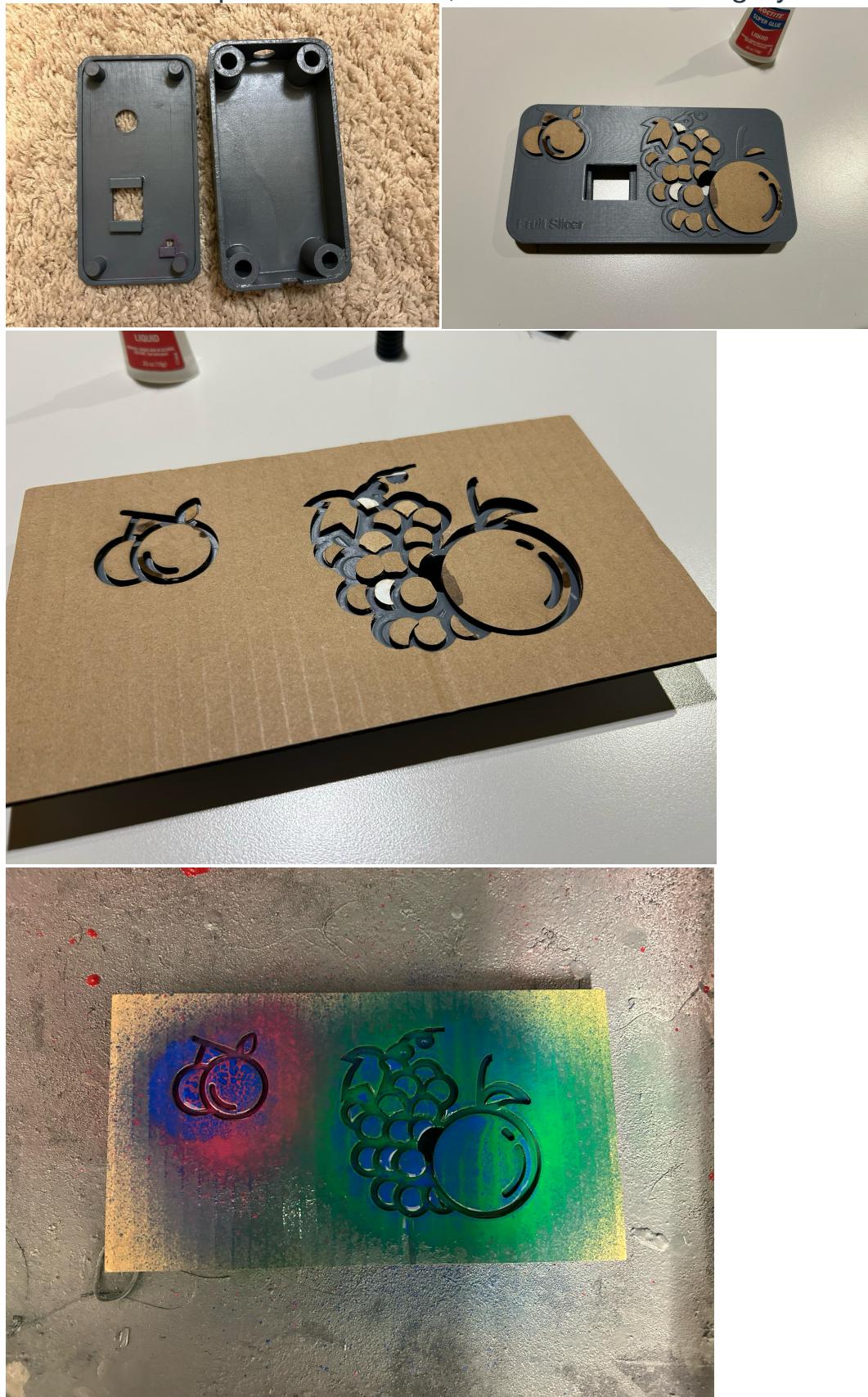
2.3 Version Iteration



3. Coloring

3.1 Spray Painting

- Since white paint has run out, we have to choose gray instead.



3.2 Final Effect

