COMP140 Contracts

As this module is about pushing your creativity in creating an experience which blends a physical control system and a digital application, we are going to enforce the following **constraints** and make some **recommendations**

To give you a wide brief and accommodate a broad range of applications you will **choose one** of the following two contracts:

Contract 1 - Custom Game Controller

You have been commissioned to develop a **game controller and game** for a **keynote games expo event** that pushes the boundaries of what is possible with common domestic objects and gameplay. Create a game that utilises everyday objects as interfaces to a game world.

Constraints

(A) You should not recreate a twin stick joypad
(B) You should not build a custom joystick/fighting stick
(C) You should avoid buttons, other sensors could be used instead!
(D) You should not submit a bare bread board, please build a case or housing around the controller or sensing system
(E) You should have a traditional control scheme (keyboard, mouse, keyboard), so your experience functionality can be quickly tested
(F) The main **readme.md** should be updated with all sources used to create the project

Recommendations

(A) You should focus on the interaction between the control system and the game
(B) You should consider a 2D interface to keep the game simple
(C) You should avoid using 3D printed elements in your controller
(D) You should use found objects/recycled objects in concert with electronic components for your control system

Contract 2 - Interactive Musueum Exhibit

You have been commissioned to develop an **interactive exhibit** for the **Natural History Musueum** that explores the interaction between the natural word and the digital. Create a digital environment that is influenced and effected by real world sensors and vice versa.

Constraints

(A) You should avoid buttons, other sensors could be used instead, be creative
(B) You should not submit a bare bread board, please build a case or housing around the controller or sensing system
(C) You should consider how it would be presented to the public in an exhibition space.
(D) You should have a traditional control scheme (keyboard, mouse, keyboard), so your experience functionality can be quickly tested
(E) The main **readme.md** should be updated with all sources used to create the project

Recommendations

(A) You should focus on the interaction between the control system and the digital environment
(B) You should avoid using 3D printed elements in your exhibit
(C) You should use found objects/recycled objects in concert with electronic components for your control system