

Interactive Game Console

Sprint 2 Presentation

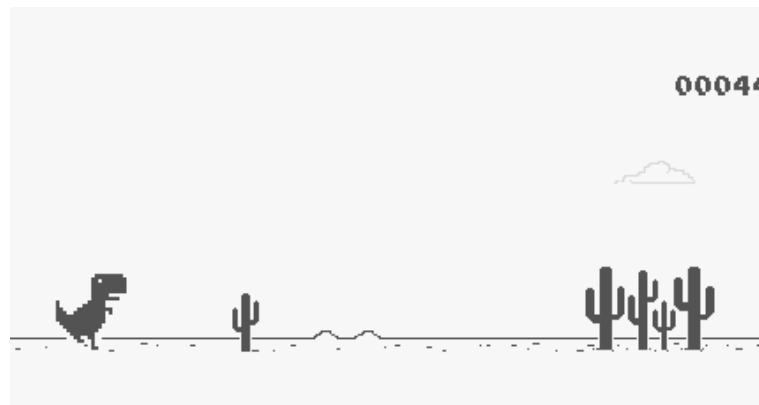
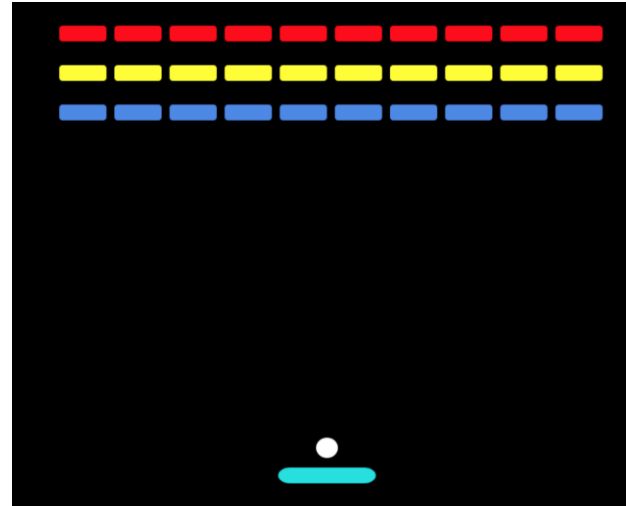
What it is?

- ▶ It's a combination of old and new
- ▶ It brings old classics to a new control scheme
- ▶ Let's the new generation play games in a new interactive way
- ▶ With this some more modern content is brought as well



What games would be on it

- ▶ Breakout
- ▶ Dinosaur game (Chrome)
- ▶ One more?



Desing

Design basics

- ▶ The product should be fast and responsive
- ▶ That stands for both UI and touch sensors
- ▶ The games should inform the player of the usage of touch sensors and act accordingly
- ▶ All games should support at least 1 touch sensor



Further design

- ▶ The UI should support easy navigation
- ▶ The UI should be easy and intuitive
- ▶ The UI ideally would allow for different difficulty levels
- ▶ The UI should show scores/progress depending on the game
- ▶ The system should try to it's best to reset after a system failure

Priorities

1. Have a touch sensor functionality working
2. Have a working display interface
3. Have a first game working
4. Have options to choose between games (have the second game working)
5. Have additional games added

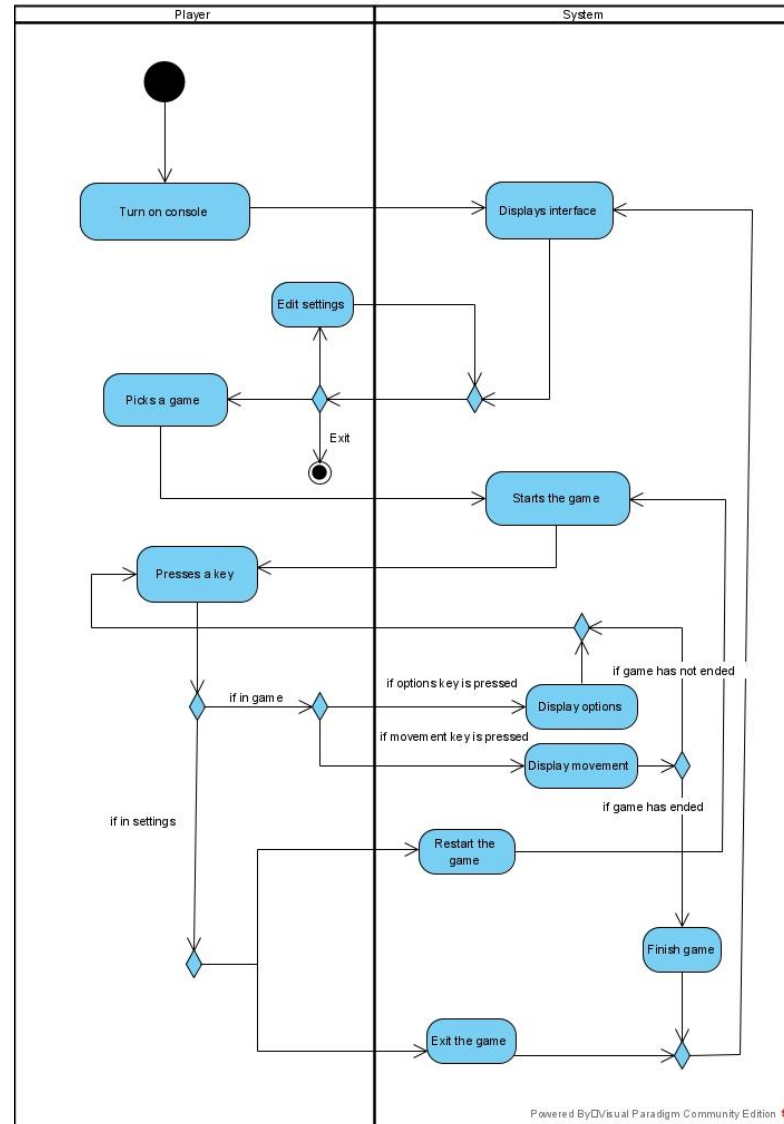
Milestones (in short)

1. Deliver working code and allocation of at least 1 touch sensor
2. Deliver a working display interface
3. Deliver 1st working game within the interface with the integration of the sensors
4. Deliver the second and third game within the interface
5. Deliver additional options for the game (high scores, scoreboards, etc.)

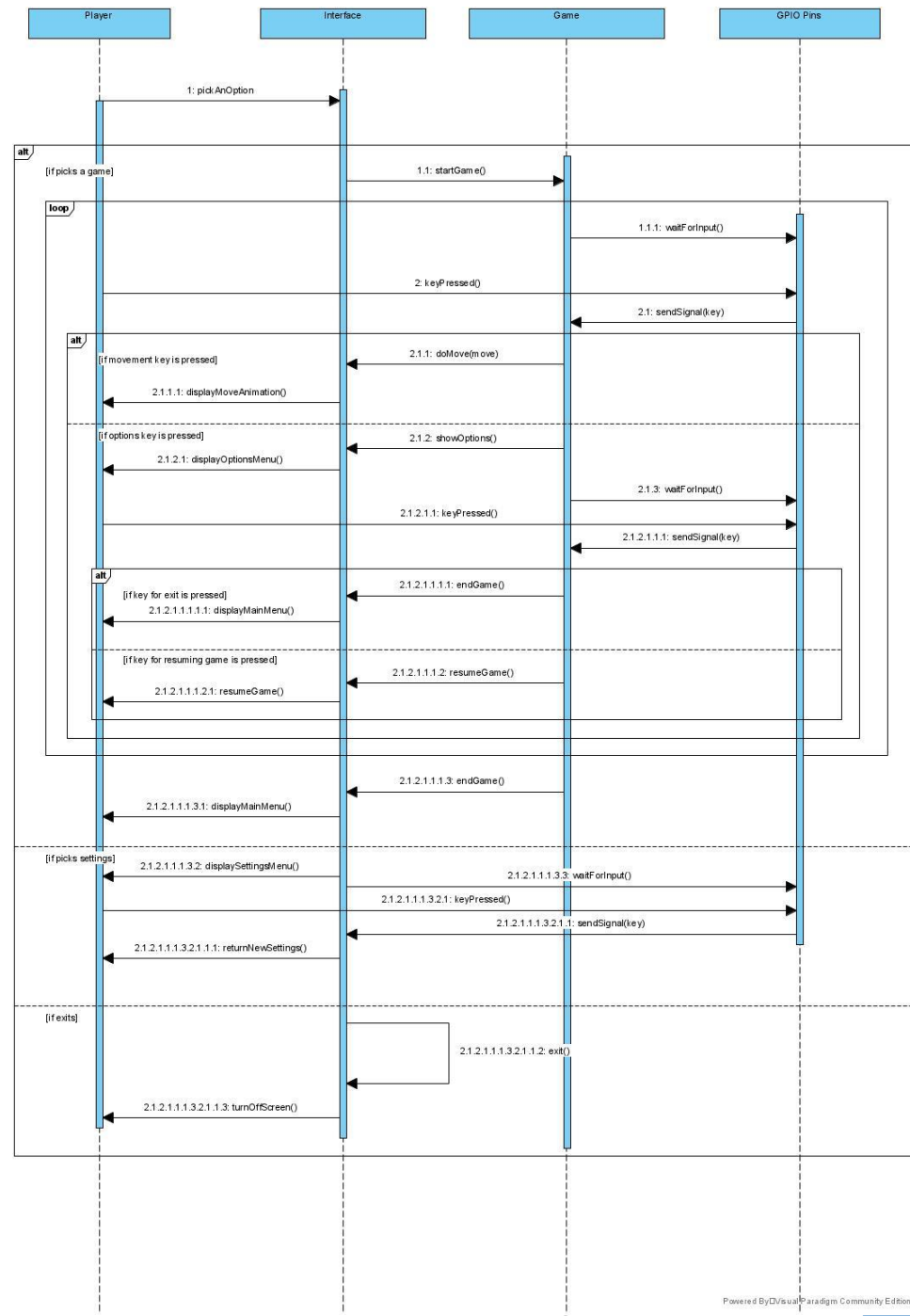
Product user interface

Diagrams

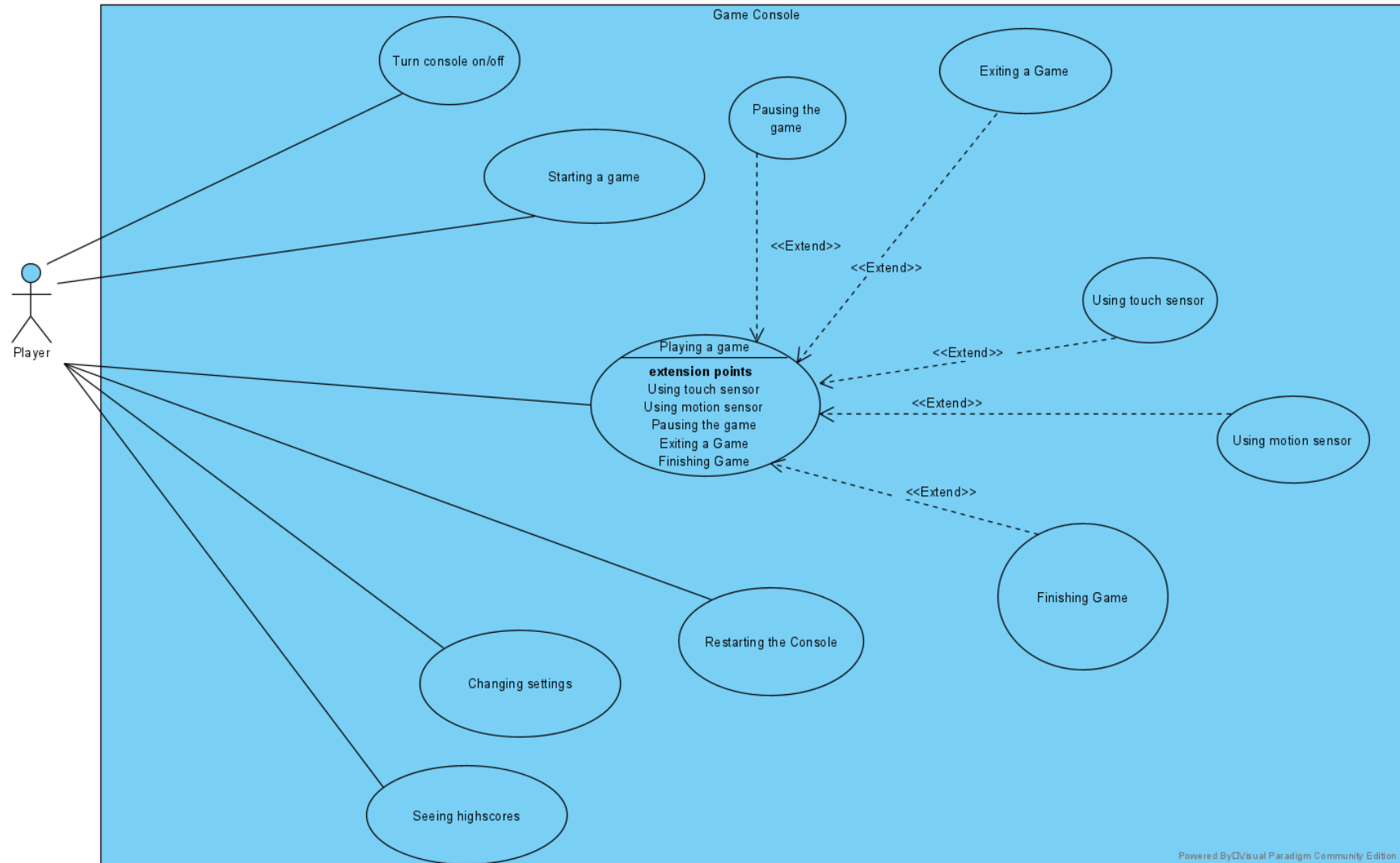
Activity diagram



Sequence diagram



Use case diagram



Mockup Main menu



Mockup Games menu



Time for a quick demo

Final reflections

Questions?