

# Interactive Game Console

Sprint 4 Presentation

Quick recap + demo

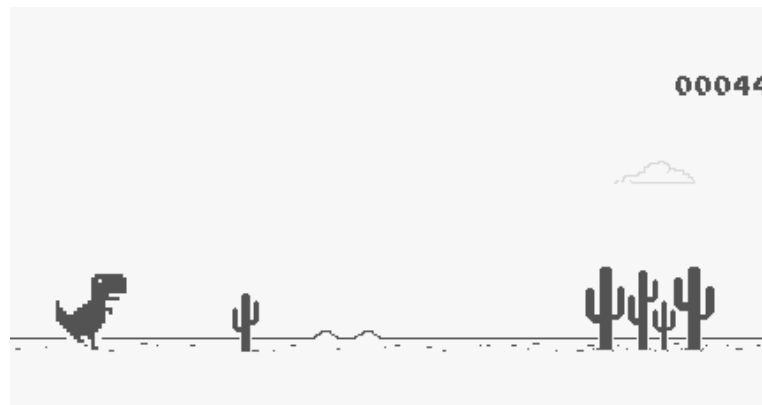
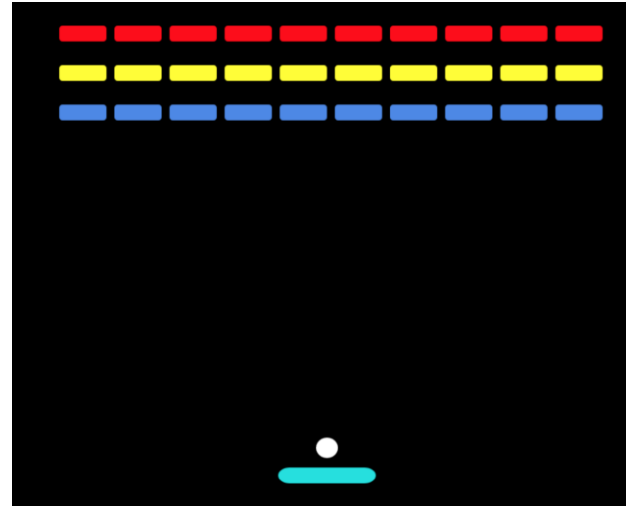
# What is it?

- ▶ It's a combination of old and new
- ▶ It brings old classics to a new control scheme
- ▶ It lets the new generation experience classics in a new interactive way
- ▶ Along are brought some new age games as well



# What games would be on it?

- ▶ Pong (1 player)
- ▶ Space Wars
- ▶ Flappy bird
- ▶ More?



Design

# 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 1<sup>st</sup> working game within the interface with the integration of the sensors
4. Deliver the second and third game within the interface (full MVP phase)
5. Deliver additional options for the game (high scores, scoreboards, etc.)

# Product user interface



# Mockup Main menu



# Update on development

Changelog

# System changes

- ▶ Touch sensors got their final design number: 3
- ▶ Interface fully operational with the sensors
- ▶ Number of games integrated into the system: 3
- ▶ To provide simplicity the menu has been reworked to feature only needed features
- ▶ High score board for every game has been directly integrated into the interface



A pixelated game scene from Space Wars. A small blue and white spaceship is at the bottom left, flying towards the right. The background is a dark blue space filled with many small white stars and several large, brown, irregularly shaped asteroids. The scene is framed by a dark blue border on the left and a white border on the right.

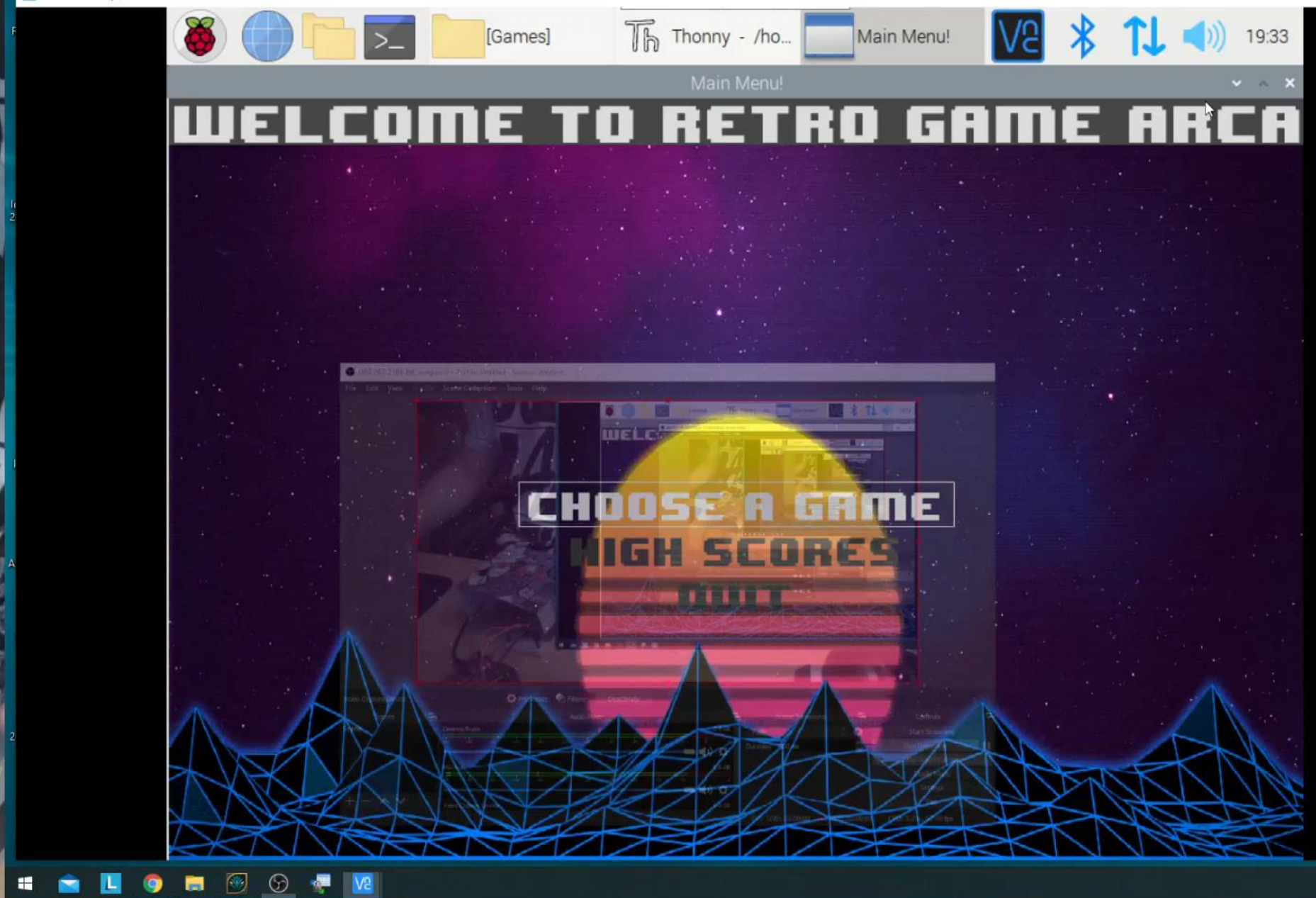
# Space Wars changelog

- ▶ Fully reworked
- ▶ New sprites, effects added
- ▶ Score meter fully functional
- ▶ Game plays with 3 touch sensors
- ▶ Enemy patterns fully randomized and unpredictable now
- ▶ Control and new variety improved

# Demo time

Presented by Stefan Ilich





# Next Sprint

- ▶ Additional system polish
- ▶ Additional games
- ▶ Bonus features (usernames, lists)

# Final reflections



Questions?