Interactive Game Console

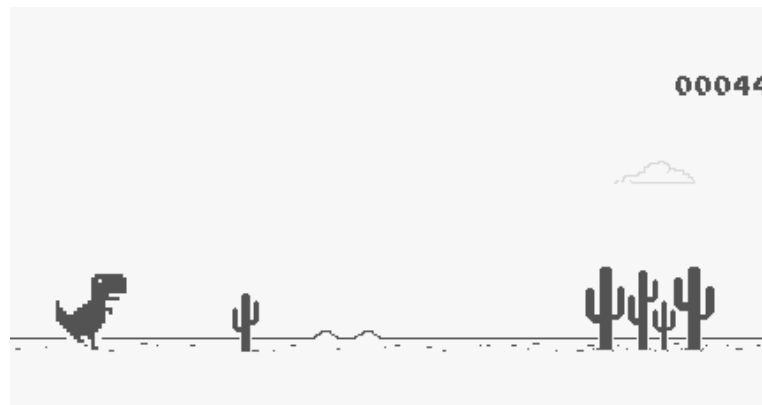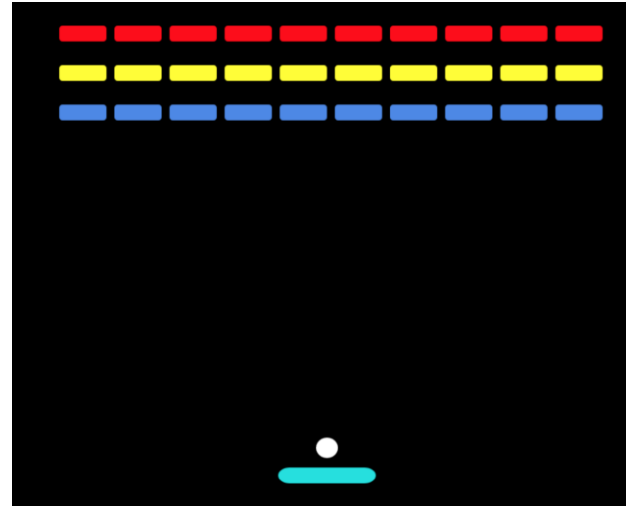Sprint 3 Presentation

Quick recap + demos

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)
- Space Wars (Demo game today)
- One 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 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.)
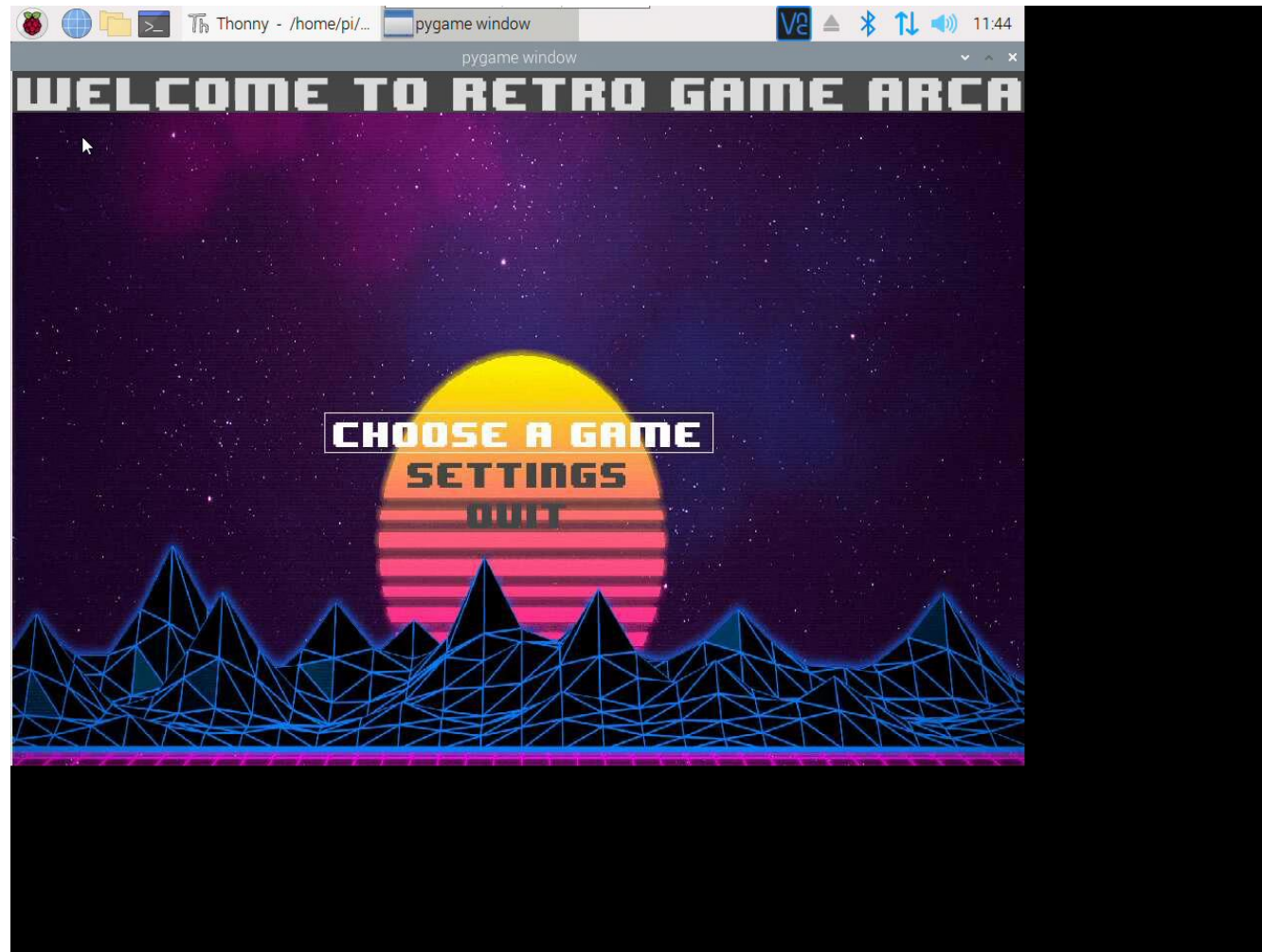
Product user interface

Mockup Main menu

Time for a some demos

Interface (Presented by Stefan Ilich)

Space Wars

- Based on the classic "Space Invaders" – a throwback to times when arcades were blooming

- Basic objective – defeat your opponents and dodge their bullets (don't lose)

- You have 3 lives and navigate the map through the interactive touch controls and shoot touch sensor.(currently in implementation phase, works with keyboard)

- Current limitations: only player can shoot, only 4 enemies on screen with somewhat limited movement

- Further things for implementation: enemies shoot at you, implementation of wave system(to some extent), movement speeds/patterns should be improved

Space Wars (Presented by Tudor Nechtiti)
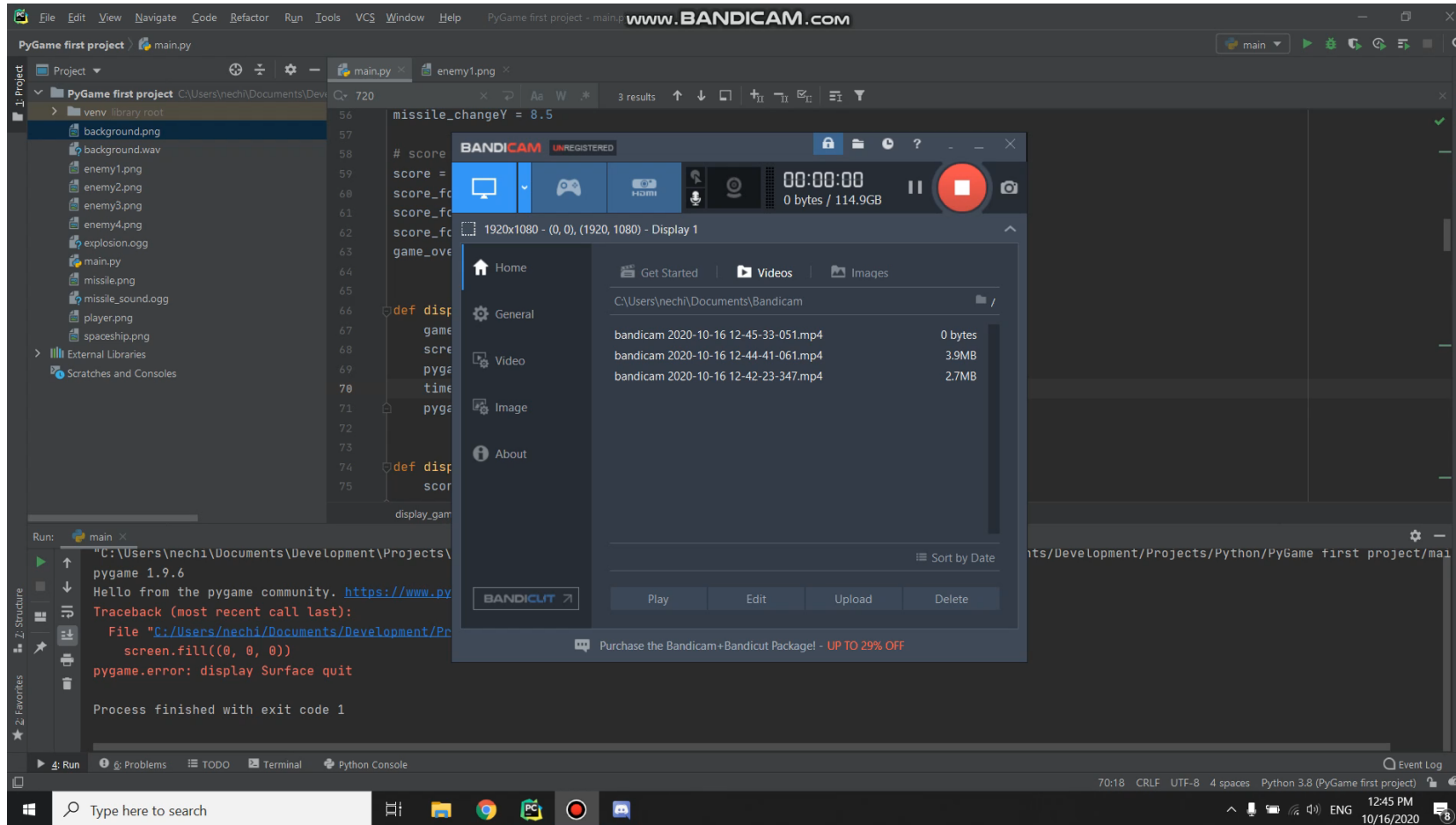
Next Sprint

- ▶ Finish the interface implementation of touch sensors
- ▶ Finish up the game implementation
- ▶ Integrate the game into the interface
- ▶ Start on working on the other games

Final reflections

Questions?