



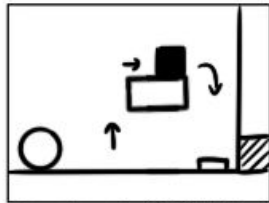
Final Project Roundtable Presentation

Jackson Rathgeber

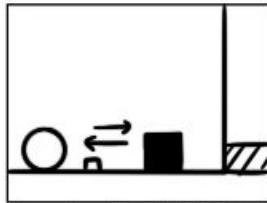
Idea 1 - High Score

TITLE/SCENE: Idea 1

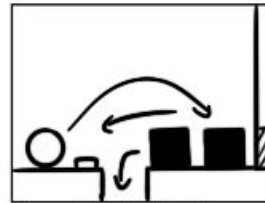
PAGE:



Puzzle 1: PUSH box
onto button to open
door



Puzzle 2: PULL box
onto button to open
door



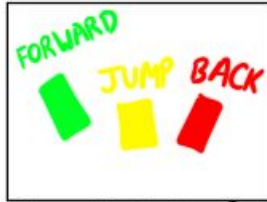
Puzzle 3: Both
pushing and pulling,
two boxes



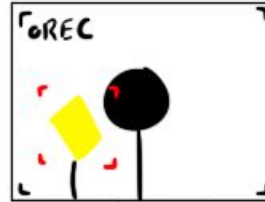
The End!



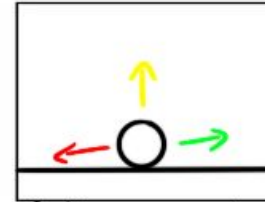
Program uses laptop
camera



Camera looks for
different IRL cards
for directions



Camera picks
up cards



Action executed
in-game

Idea 1 - High Score (cont'd)

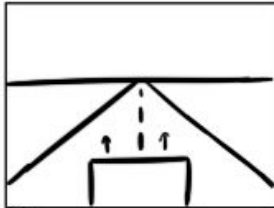
- Camera capture idea/code inspired by motion detection code
 - <https://editor.p5js.org/bestesaylar/sketches/WFsPqG-8A>
- Concept inspired by classic 2D platforming/puzzle games such as Super Mario, The Legend of Zelda, etc.



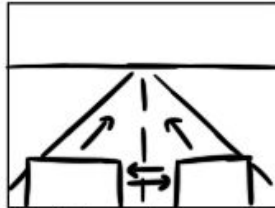
Idea 2 - High Score

TITLE/SCENE: Idea 2

PAGE: _____



Driving game, box
moving down road



Switch between 2
lanes



Dodge obstacles

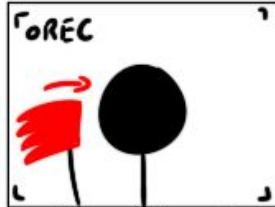
GAME OVER

Score: 4000

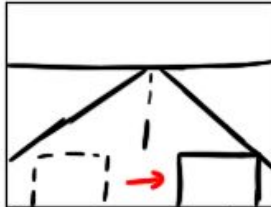
Keep going until you
crash



Program uses
laptop camera



Motion detection
(left or right)



Box responds to
motion detection

Idea 2 - High Score (cont'd)

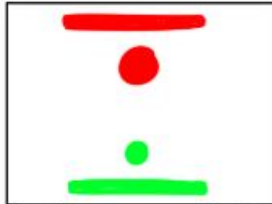
- Camera capture idea/code inspired by same code sample shown earlier
- Concept inspired by retro driving games like F-Zero, Out Run



Idea 3 - High Score

TITLE/SCENE:

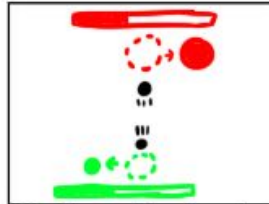
PAGE:



Fighting game, 2-player
or 1vs AI



Launch projectile
attacks at other
player



Dodge attacks by
moving side to side



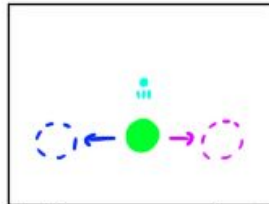
Reduce enemy health
to zero to win



Program uses
microphone



Speech recognition
detects commands



Actions executed
in-game



Idea 3 - High Score (cont'd)

- Speech recognition code/idea inspired by sample code
 - <https://editor.p5js.org/dano/sketches/T-XASCOsa>
- Concept inspired by classic games like Pong or even Punch-Out

