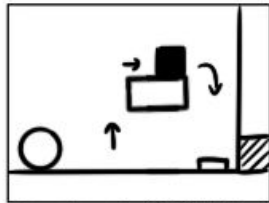# Final Project Roundtable Presentation

Jackson Rathgeber

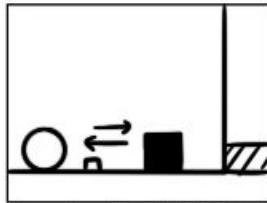# Idea 1 - High Score

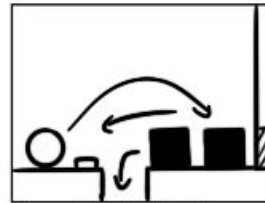TITLE/SCENE: Idea 1   PAGE:

Puzzle 1: PUSH box onto button to open door
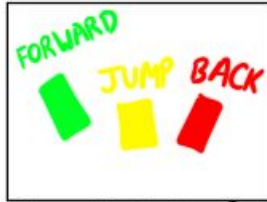
Puzzle 2: PULL box onto button to open door

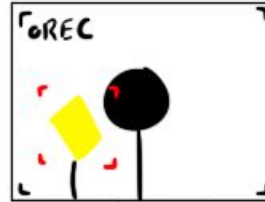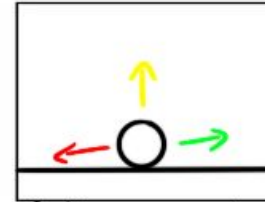Puzzle 3: Both pushing and pulling, two boxes

The End!

Program uses laptop camera

Camera looks for different IRL cards for directions

Camera picks up cards

Action executed in-game
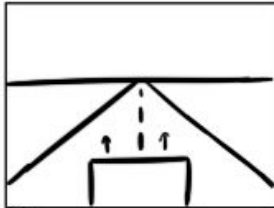
Idea 1 - High Score (cont'd)

- 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.
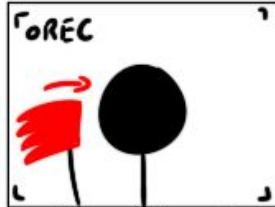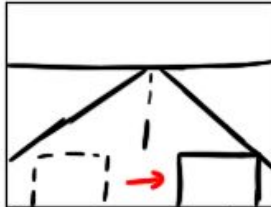
Idea 2 - High Score
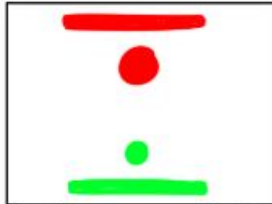
Idea 2 - High Score (cont'd)

- Camera capture idea/code inspired by same code sample shown earlier
- Concept inspired by retro driving games like F-Zero, Out Run
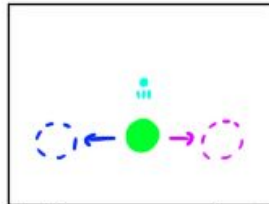
Idea 3 - High Score

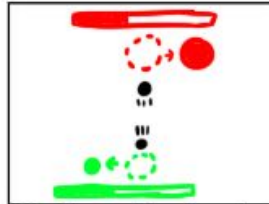# Idea 3 - High Score (cont'd)

- 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