Game and Controller proposal.

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The game concept that I will be using is a game where the player is in a sinking boat and needs to use a bucket (the controller) to bail water out of the boat and make it to land. There will also be sharks that occasionally attack the player and have to be hit on the head with the bucket. The amount of water that remains in the boat will be represented by an LED strip on a model boat that will be in front of the player. There will be a 3D printed shark that will vibrate in pulses when there is a shark nearby and will vibrate more aggressively when the shark is about to attack. There will be various levels of difficulty where it is harder to keep the water level down and the hardest levels will require very fast bailing to make it to the shore. There

The controller will be a bucket that contains an accelerometer and will measure the speed of the bucket and whether the bucket has been scooped and flipped upside down. The game will register this as a whole buckets worth of water. There will also be a small boat sign with a strip of 10 LEDs running up the side. This will give the player the level of water on the boat and an idea of how fast they are removing the water from it and will also correspond to the visuals within the game. The shark will be a small 3D printed model and will contain a vibrating motor. I think this will help make the game feel more fun and give the player another external indicator of when they need to bonk the shark on the head.