Project Proposal

Hawaiian Local Motion

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Interaction Description

What is the interaction, and clearly list the versions you will implement

Interaction: Grounded Locomotion

Ideas for interaction:

- *General ideas*
    - *Teleport - kunai Y*
    - *Thor's hammer Y*
    - *Grappling hook Y*
    - *Joystick (backup) Y*
    - *Laser vision with head movement Y - With push back from shooting (small amount of movement) Y*
    - *Teleport with lock - maybe*
    - *Sword lunge - maybe - similar to others X*
    - *Push back with throwing an object*
    - *Thrusters (same sort of mechanic as above)*
    - *Slam through a door - X*
    - *Conveyer belt / moving sidewalk X*
   - *Ladder Y*

- *General ideas*
    - *Zoom in - move head forward*
    - *Teleport - nod*
    - *Pick up - sup nod*
    - *Laser vision - nod head or jerk back w/ droid sound*
    - *Start some event*
    - *Open a door*
    - *Use an object*
- *Examples*
    - *Screen where you move your head side to side to change the image*

○ *Superman: use an item (or hand) which you look at and wherever you move that hand is where you will move*

Storyboards

Also provide a short storyboard for each interaction (can be hand-drawn stick figures) that shows how you envision they will play out.
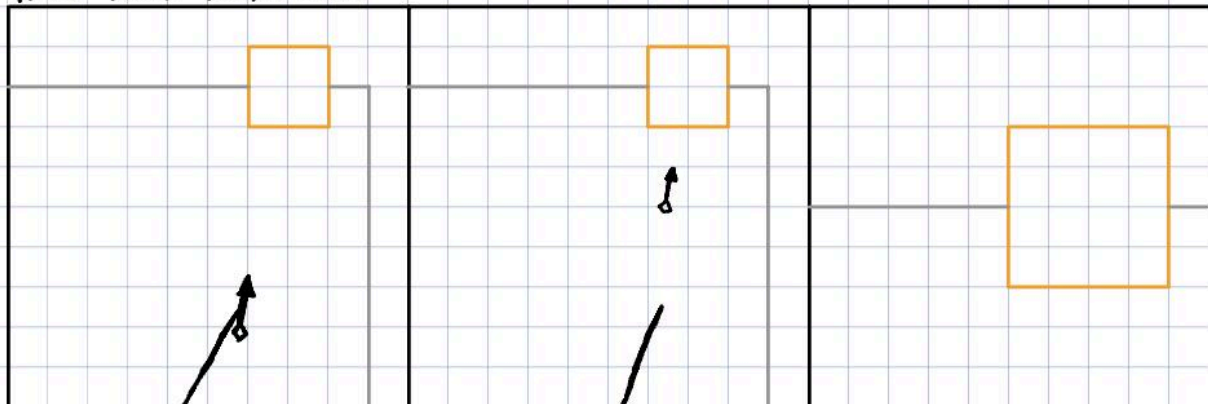
Joystick movement
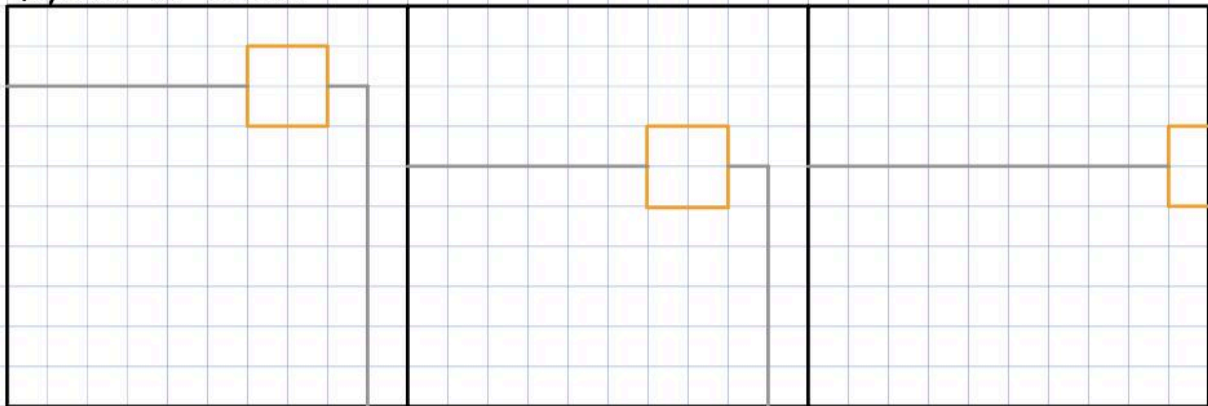
Standing still	Can input any direction

Kunai Throw Teleportation

Throw the kunai	Lands somewhere	Teleport to it anytime

Grappling hook
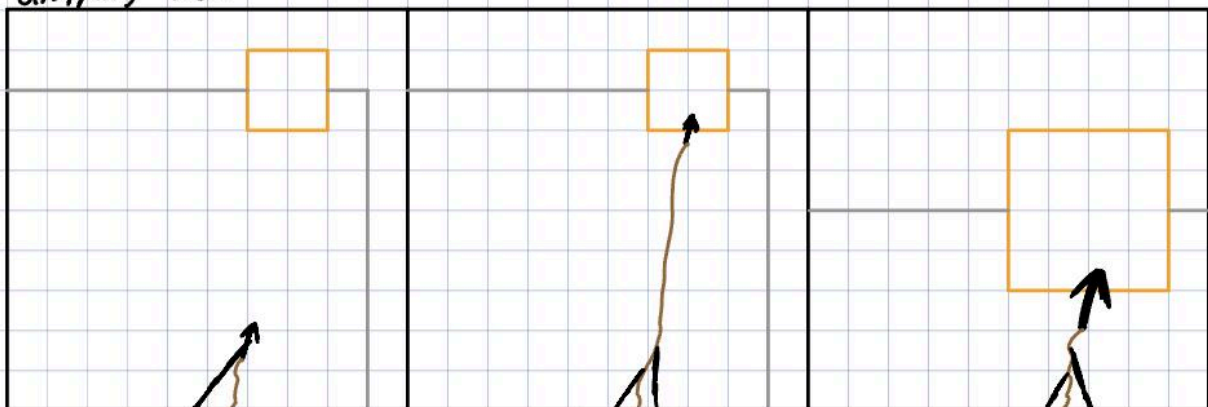
Throw the hook	Grab hold of it	Reel it in to move forward

Thor's hammer

Wind up (how much power) | Throw the hammer | Move in that direction with distance being the wind up power

Laser vision push

Activate laser vision with a head flick | Laser hits an object and pushes you in another direction | Turn off laser with another head flick
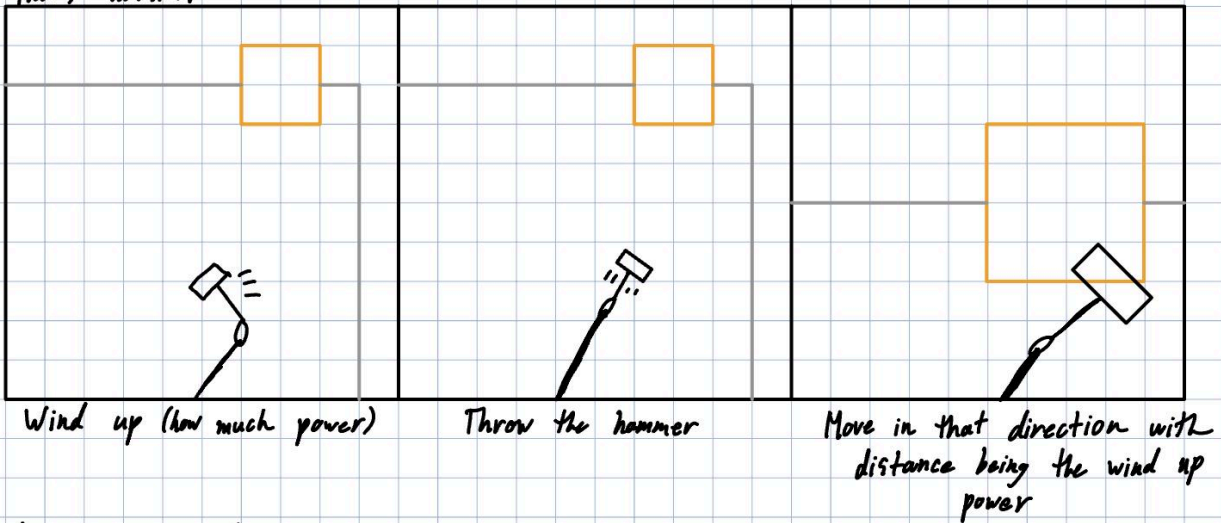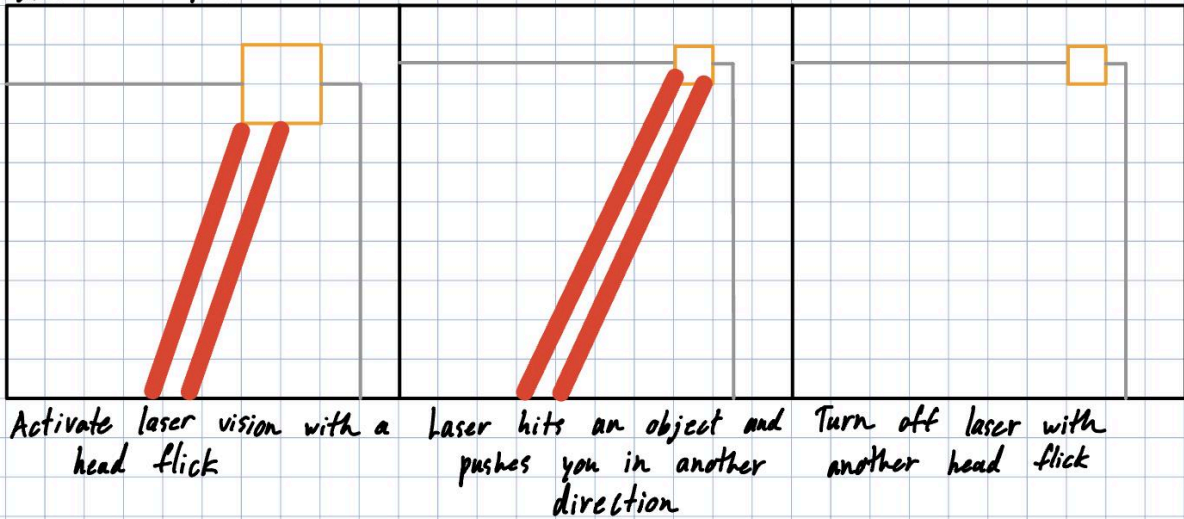
General notes

head interaction:
side to side
down
up
shake

maybe later:
add hand-based interaction as well

color of the item changes on what it does
highlight the item
all on the same layer - use a layer mask

change based on the tag
interactions based on tag
time to calibrate

2 parts
1 is the intro room
other is level room