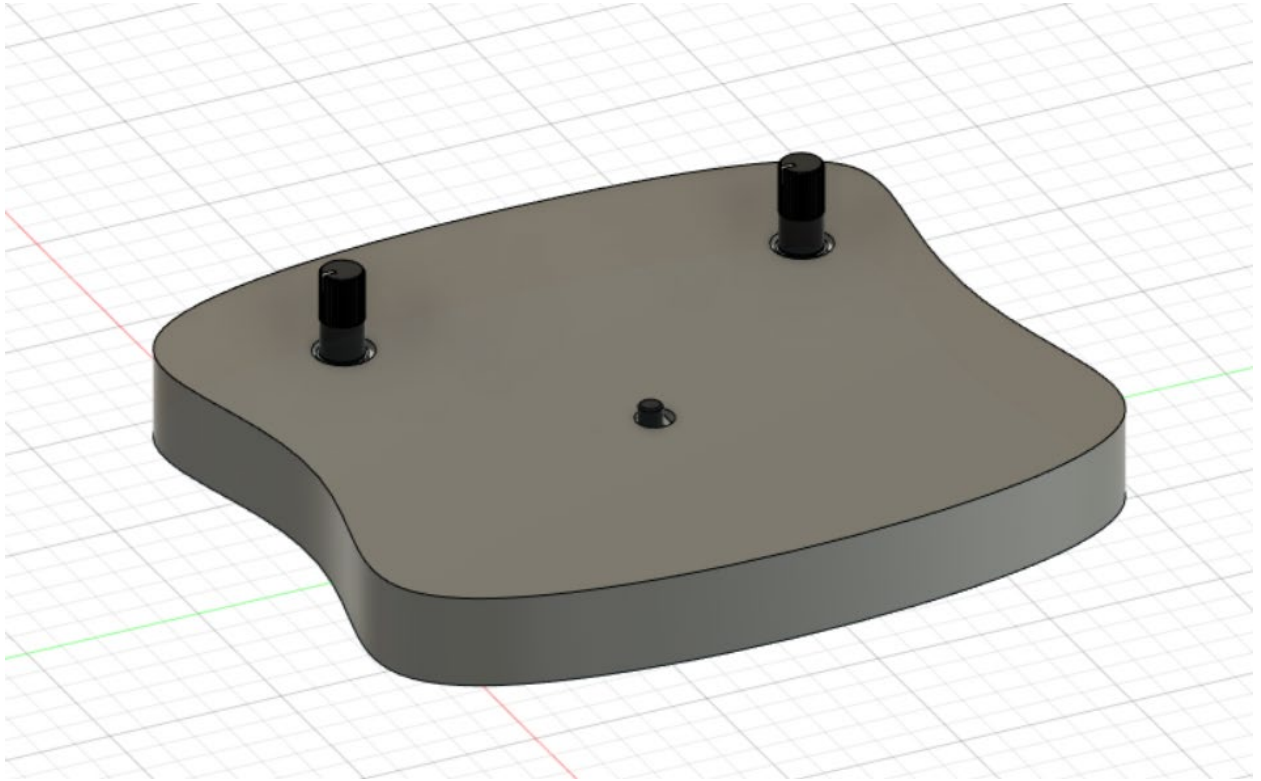


## Game Hardware Final Exam Explanations

- I. Unfortunately, I did not have time to finish my technical drawings. Below is what my model in Fusion360 looks like. I would have made a design to tightly secure the buttons (see TinkerCAD model) and the LED would have been in between the potentiometers. There would have been an additional buttons attached to the components for better comfort. For my design I wanted the ghost's to always be moving at the potentiometer would have changed the direction. I was aiming to make the design ergonomic by having rounded edges for easier hold.



- II. N/A
- III. For my controller I added two potentiometers to control the ghost's movement. The ghosts are always moving but the potentiometer on the left controls the up or down direction whereas the potentiometer on the right controls if the potentiometer is going right or left. Combining there two potentiometer's makes the ghost's movement more spirited and fast paced. The ghost is always on the move and that's why I chose a potentiometer to express their whimsical movement in a fun and easy way. The player doesn't have to lift their thumbs in order to change direction and can easily access any direction from rotating the potentiometer. The button in the middle allows the ghosts to phase through the wall for a limited amount of times and the LED flashes every time the user presses the button.

TinkerCAD link: <https://www.tinkercad.com/things/9KaljpbxESJ-hardware-exam-final-/editel?sharecode=IN8XqPEuiN1NS0r6Y2rDT78JeTzclAJdNBFJTgBKJzE>

Video link: <https://youtu.be/7Rxpi0tGE5c>

TinkerCAD schematic view:

