

SE Project proposal

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What will it do?

It will be a controller which can be used to interact with the application(s) we make in Unity.

We also intend to make at least one application to accompany the controller as a demo.

The application may be a simple game or an interactive video.

Software Components

- Create an application which can interact with our Arduino controller using Unity.
- Mapping input/output onto Arduino microcontroller using C++

Prototype

- We plan to use the evolutionary prototype. We aim to get it working then add more features as we progress.
- We also intend to use the horizontal approach enabling us to explore a variety of options available when creating the project.

Hardware

- Microcontroller
- 10k Ohm resistor
- Momentary switch
- Potentiometer
- Hook-up Wires
- Breadboard

Challenges

- Figuring out how to build a controller
- Learning C# for Unity
- Learning Unity API
- Learning Arduino API
- Figuring out how to use Arduino to interact with Unity

Bibliography

Buckley, Ian. "How to Make a Custom Game Controller With Arduino and Unity." MakeUseOf, 11 Oct. 2016, www.makeuseof.com/tag/make-custom-game-controller-arduino-unity/.