Haptic Labyrinth

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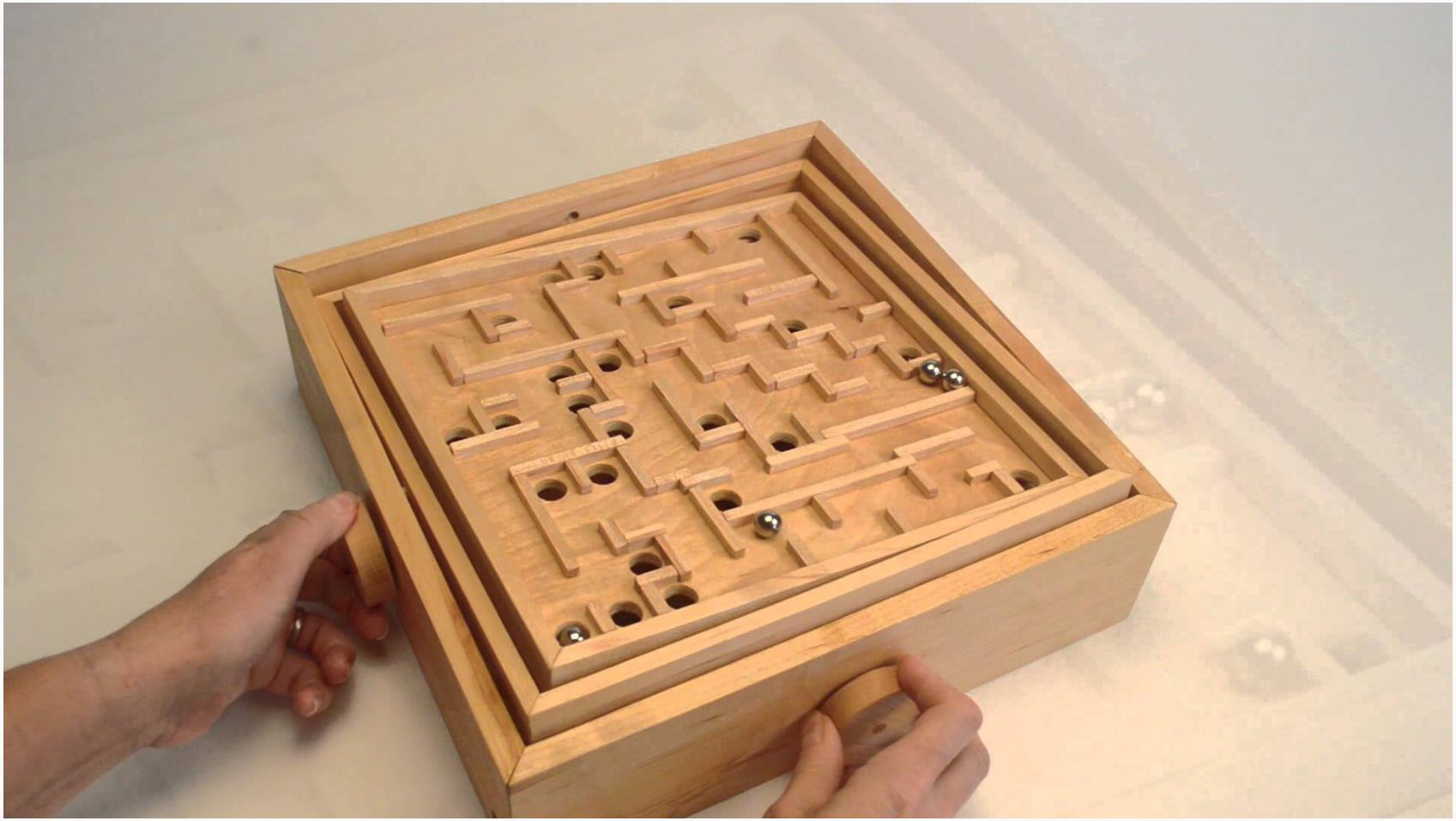
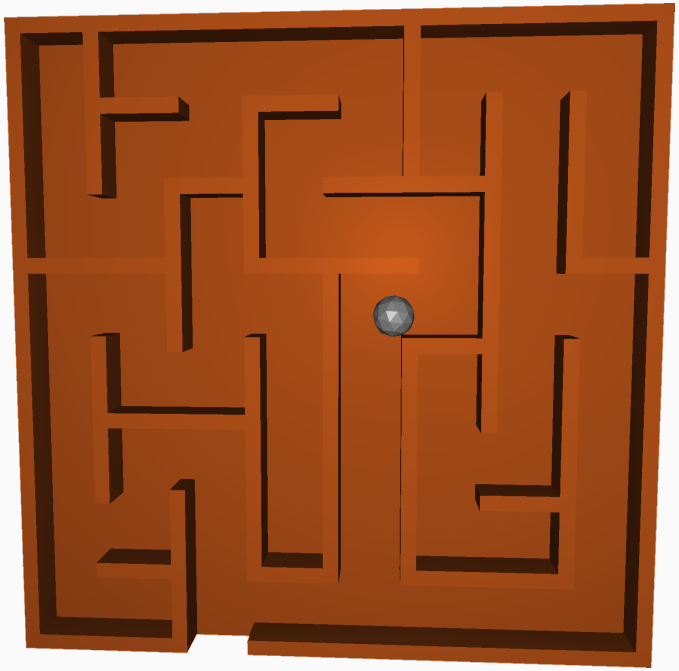
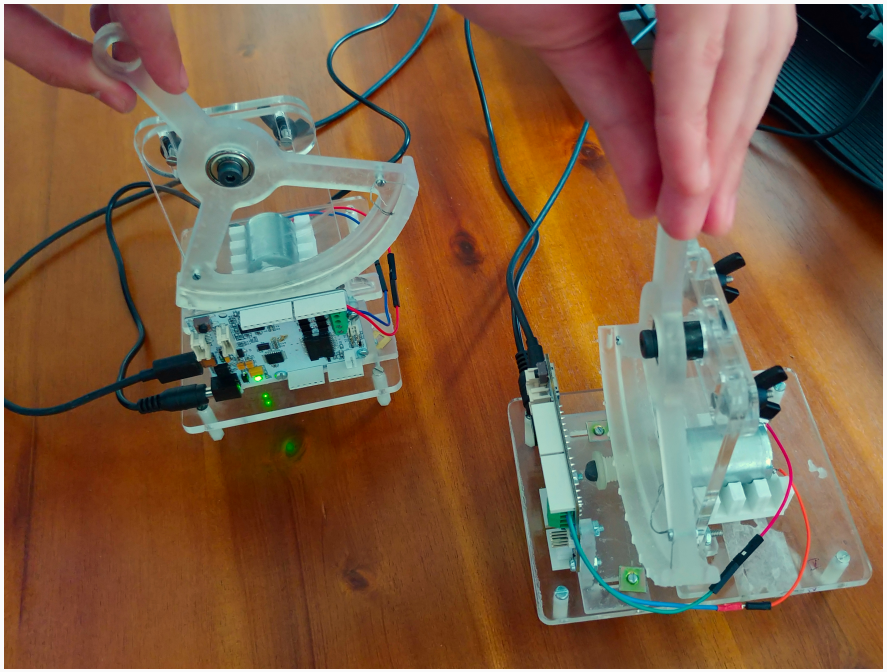
Motivation



How it looks in Action





- Three different haptic feedbacks
  - Ball collision with wall
  - Spring that throws the handles back to center
  - Wall that limits the moving range of the handles
- All modes are opitional