Success Criteria
- Hammer should respond accurately to MindWave data, values transmitted by the MindWave should accurately fall between the specified range in our program code and translate accurately into the correct angles of the servo used to control the hammer.
- Should see a spike in brainwave data, which brainwave data and how to do it is currently under development.
- Exhibit should be able to intrigue audience, they should be engaged with the exhibit for a few minutes at least. (approx 3-5 mins as it is a pretty simple/short game)

Interaction Plan
1. Participants will wear the MindWave
2. Wait for the MindWave to calibrate (should be pretty quick)
3. After everything is ready, start the connection to the hammer
4. Players will attempt to keep their attention level high to prevent the hammer from falling
5. If the hammer falls, an object will be destroyed (a porcelain cat for example)

The act of controlling their attention portrays to the participants:
- The ability to use the mind as an interface to technology.
- The difficulty of controlling via mind.

Emotional trigger:
- The destruction of an object.
- For an object to trigger an emotional response it must be relatable to the participants.
- An example would be a porcelain cat but as that is not really feasible, we will have to use something else, but the concept is similar.