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MMP 201

Final Project

My intention with this project was to remake the classic “Operation” game using p5.js and Arduino.

I started by focusing on the screen-based interaction on p5, uploading an edited version of the Patient for the background, and all the bones that I created on Adobe Illustrator. I then focused on drawing the eyes of the character and allowing them to follow the cursor. I also made all of the bones draggable objects and used a series of if statements to show the player if the bones were in the right area and if they were placed successfully.

I finally worked on the Arduino part of the project that allowed the player to have a physical input to indicate their success. When a bone is correctly placed in the right slot, a green LED is going to light up.