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1/14/18

CRT 420 Advanced Prototyping

Project 01 Concept Development

Problem Statement:

Snake Game gaming devices lack unique buttonless and multi-screen design.

Proposed Idea:

My Gyroscopic Snake Game will provide entertainment for gamers that want something more than what the average Snake Game gaming device has to offer. From a single circuit board, two screens will display my Snake Game and with a turn of the entire device the internal gyroscope will help move the snake around the screens.

Influences:

1.

- LED Cube - <https://i.imgur.com/VzHjhYG.gifv>
- This LED Cube gave me the idea of a more unique and exciting experience of moving the gaming device to play the Snake Game.
- https://www.reddit.com/r/gifs/comments/7oqs3a/led_cube/

2.

- Snake Game - <https://youtu.be/FoUycAYQEzM>
- The way this person coded his Snake Game is what I am looking for when creating my Snake Game. The ability to turn my device 360 degrees and have the snake go from one screen to the next is what I'd like to make.
- <https://github.com/Simss0/Arduino-Snake>

3.

- Multi Screens - <https://www.youtube.com/watch?v=j6B47reye80>, <https://www.youtube.com/watch?v=wtU02eBNJfQ>, & <https://www.tindie.com/products/PhoenixCNC/olediuno-magic-cube-ask-me-if-you-want-to-know-it/>
- These videos and website shows that it is possible to run two screens on one circuit board and have a miniature device to play on that I was thinking of. I'd like to use screens like these and it seems more feasible to do two screens for this project instead of six.
- <https://www.youtube.com/watch?v=j6B47reye80>, <https://www.youtube.com/watch?v=wtU02eBNJfQ>, & <https://www.tindie.com/products/PhoenixCNC/olediuno-magic-cube-ask-me-if-you-want-to-know-it/>