



Go Big Red

Sissy & Cheng

score: 0

Go Big Red

is a two-player collaborative game where players use rope-pulling controllers to stretch a virtual "spring" to catch a target.





Inspiration

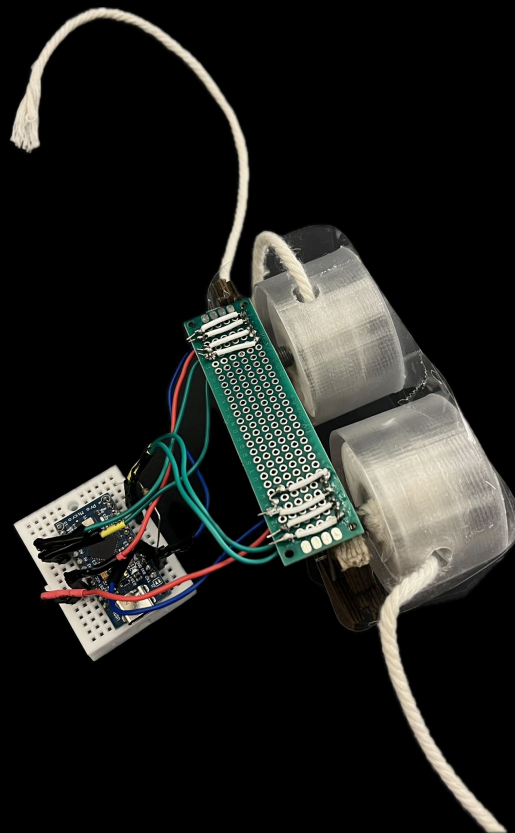
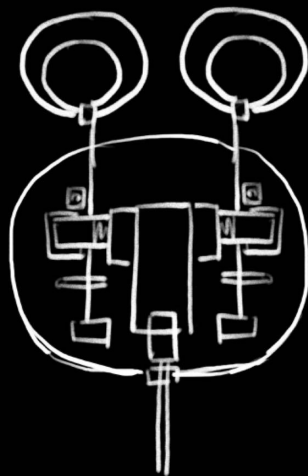
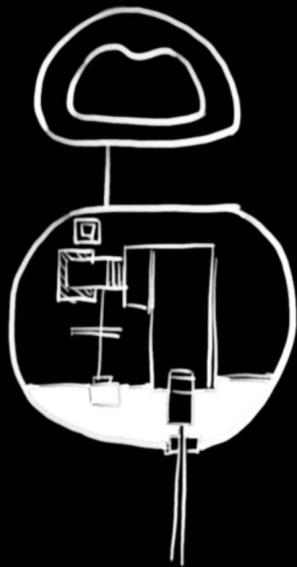


Classic

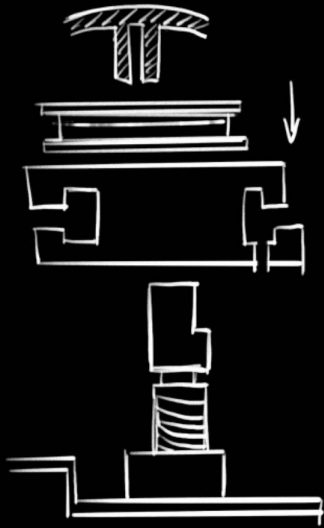


Collaborative & Physical

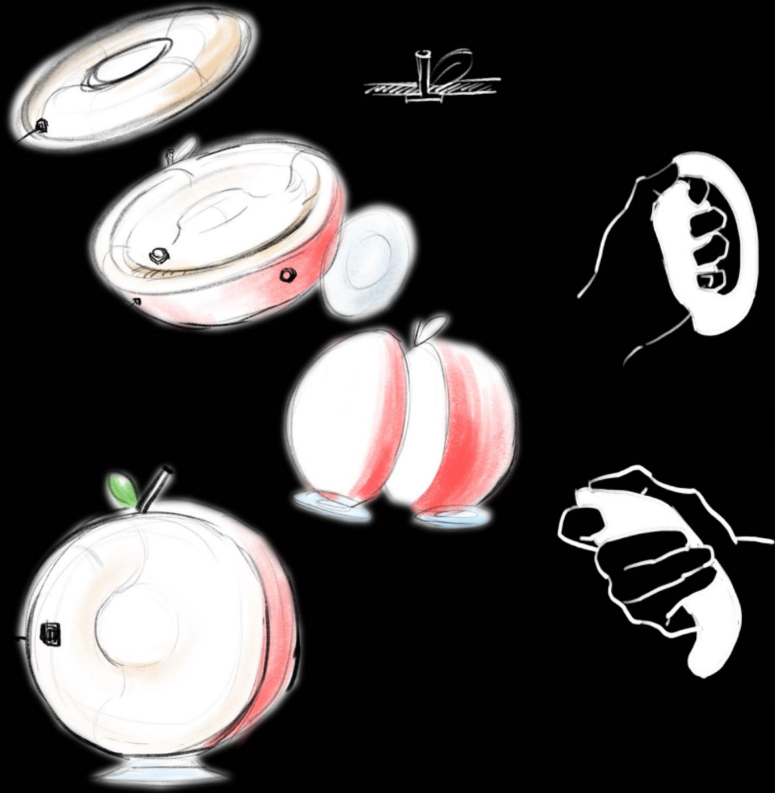
Mechanism

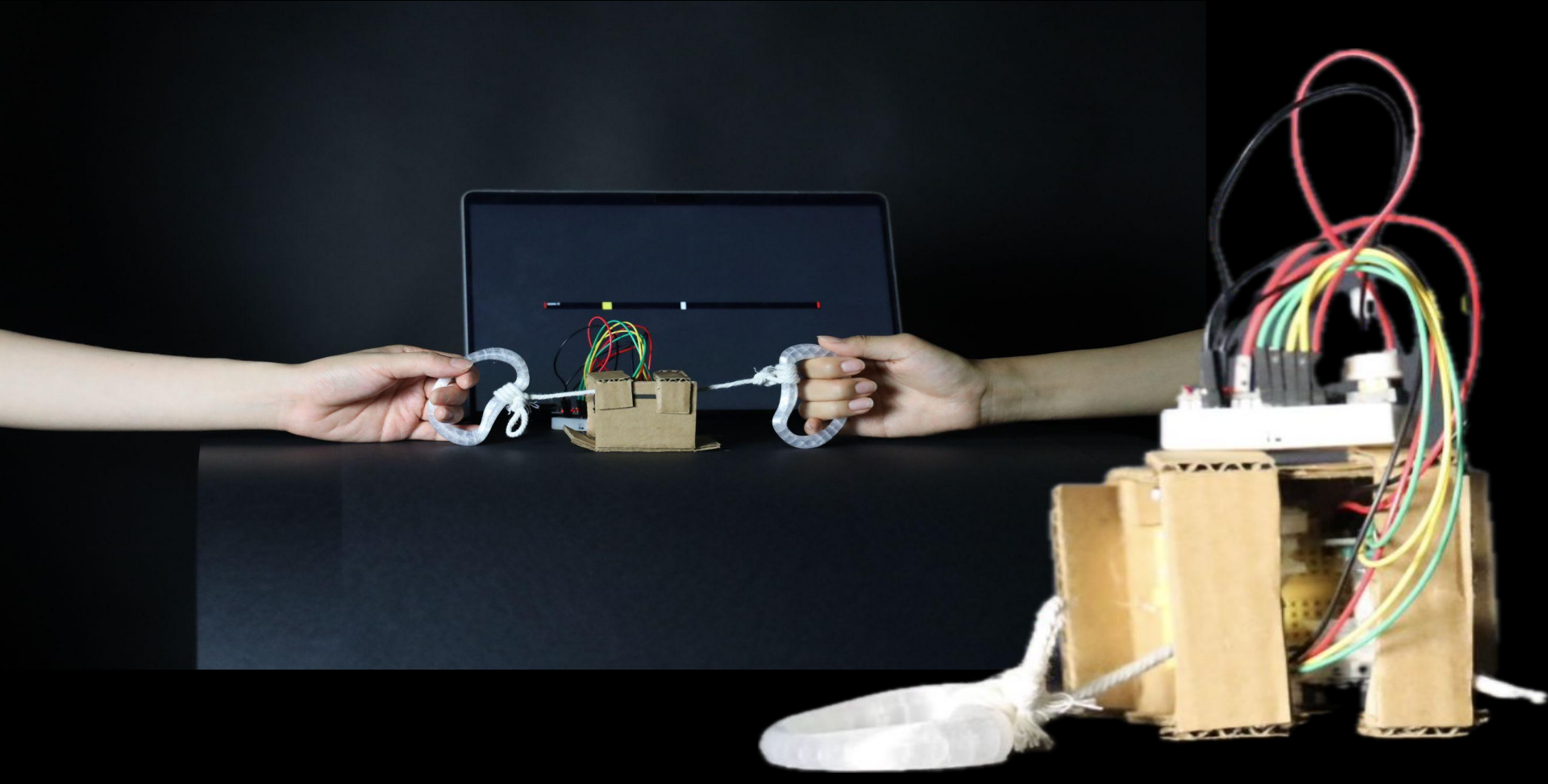


Technical Drawings

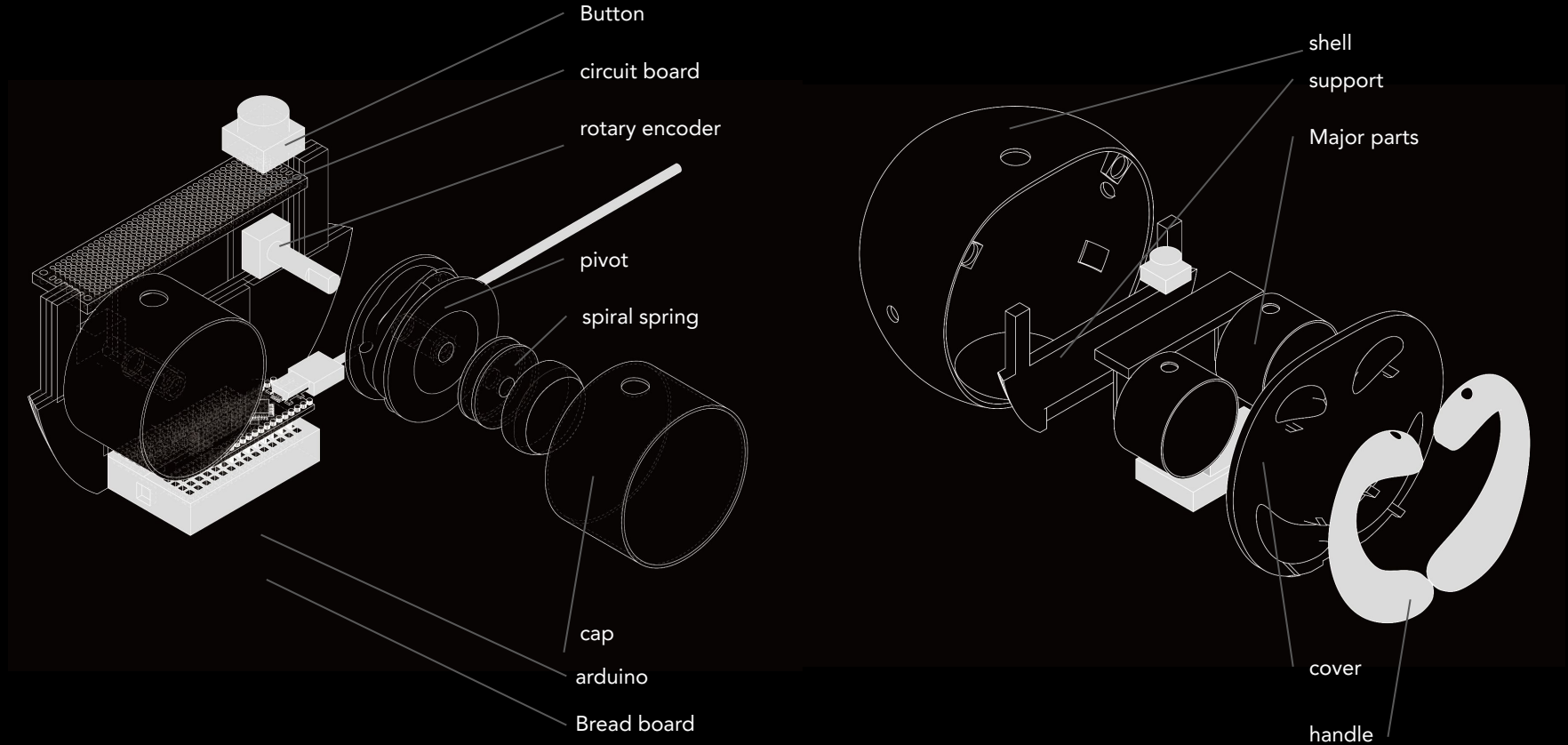


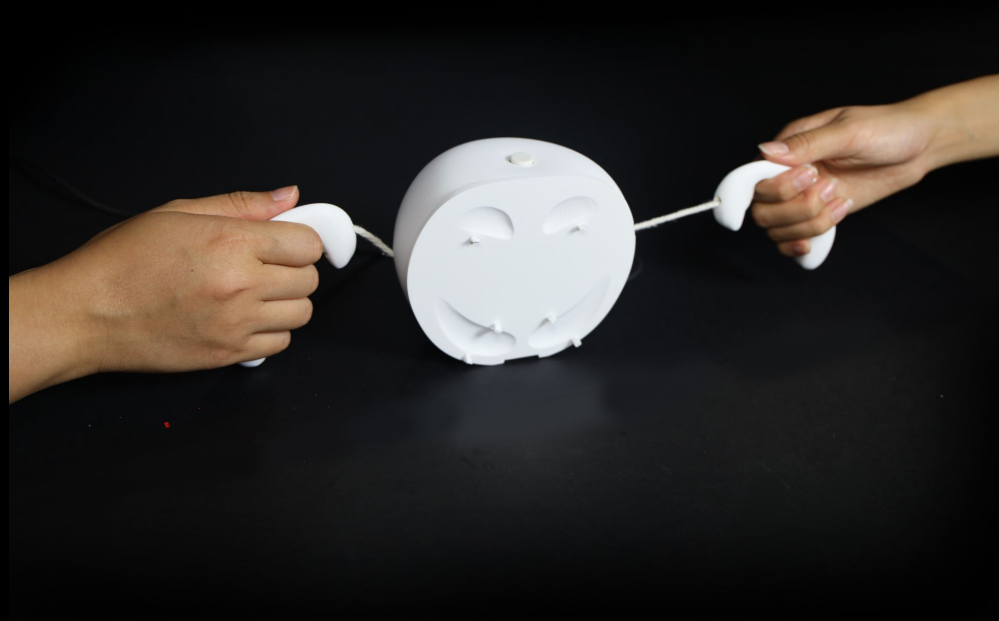
Technical Drawings





Technical Drawing



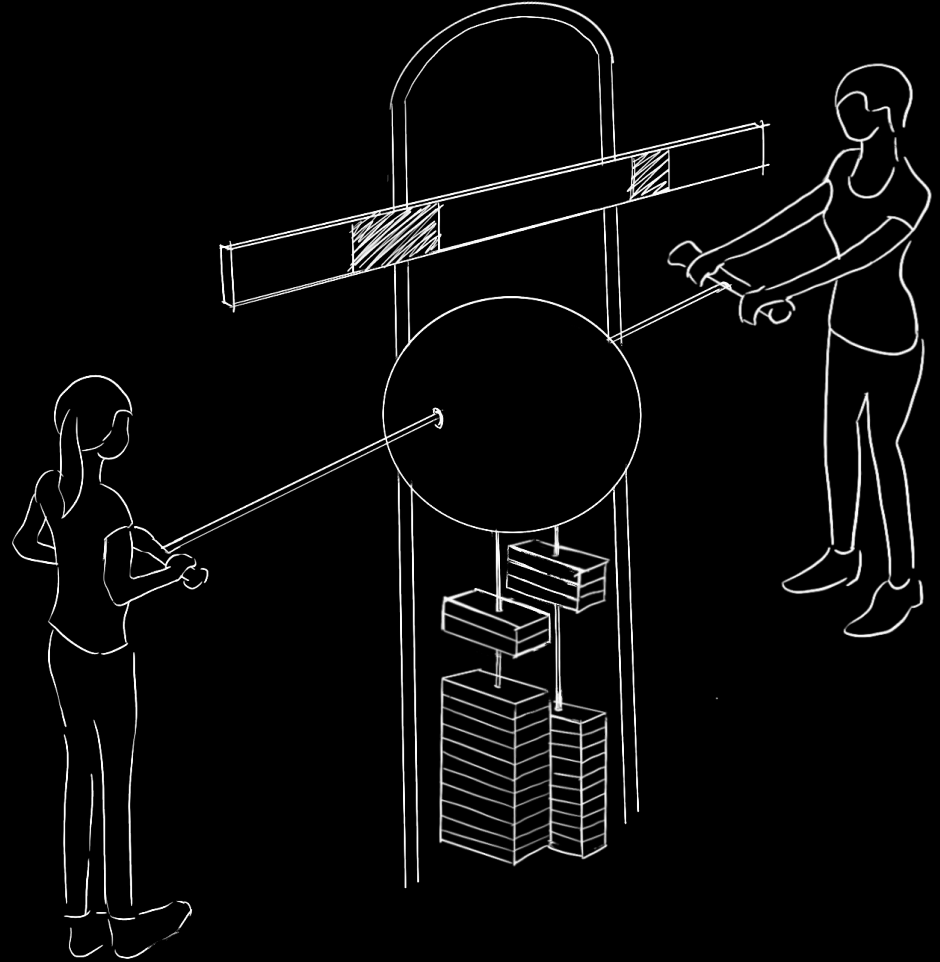




Possible Future Applications



An interactive gym machine designed for collaborative resistance training, blending fitness and entertainment for an engaging workout experience.



Lessons Learned

Prototyping: Initially, we were too ambitious, thinking we could skip prototyping. After multiple iterations, we learned that starting with a simple prototype helps identify design issues early, making later, more complex iterations more efficient.

Targeted debugging: & Diagnosing issues accurately: Instead of overhauling the entire approach, identifying the exact problem and carefully planning solutions leads to quicker success.

Thank You