
Arduino Sports

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What is it?

A sports game

- Better version of Wii Sports.
 - Entertainment for kids and families.
 - Encourages physical activity and visual creativity.
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Who is it for?

-8-14 years, the northeastern United States

-8-14 years, Europe

-8-14 years, Central Asia

Equipment

Baseball bat equipped with sensor

Basketball equipped with sensor

Materials and Sensors

Plastic baseball bat with LEDs to switch between different mode

Sensors: 3 LEDs

Green: Baseball

Red: Basketball

Gyroscope for measuring the angles of motion

OLED to display basic rules

Specifics -- United States

Majority of the population will be able to afford the game: no special elements

Specifics -- Europe and Central Asia

Different power adapters

LCD screen will be used

Stronger

Better suited to foreign power adapters

How does it work?

2 modes: Baseball and basketball

Each mode has a different objective

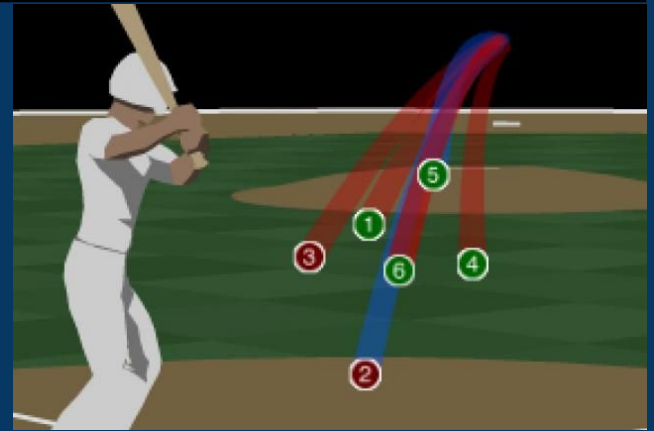
Tutorial/results of game displayed on screen



Baseball mode

Step-by-Step

1. Put a band on the bat
2. Turn it on
3. User will see rules of game
4. Hit button to continue
5. LED screen will display pitch (at random)
6. Countdown with beeps
7. User tries to swing
8. Output displays “Home Run” or “Strike”





Basketball mode

1. Put band on Basketball
2. Turn it on
3. User will see rules of the game
4. Hit button to continue
5. LED screen will display an Image of a shot at (random)
6. Countdown
7. User makes shooting motion
8. Output will display "Airball" or "Basket!"



Why do we need this?

Bring families together and build bonds in the northeastern United States.

Promote physical activity as opposed to activity on a computer or smartphone screen.

Europe and Central Asia: New possibilities for young kids that will be interested in electronics someday.
