Spectro Game

Hunter Allen → Robin Epperson → Zach Guillot → Alan King

Overview of the project

- Talking about
  - Goals
  - How it works
  - And why it’s relevant
- Demonstration
- Future development plans and lessons learned

Goals

- Create a single program that can
  - Take inputs and outputs from a breadboard
  - Present a fully functioning GUI
  - Add in a timer to help with scoring
  - And have a riddle that the user must put in to complete the puzzle

How It Works

- Three buttons that take input
- Depending on buttons pressed displays a different light
- While the buttons are pressed in a certain way, you must bend the bend sensor to get a certain resistancy
- Once the buttons are pressed and you bend the resistor to the correct resistancy, a part of the riddle pops up on the GUI
- Once you have collected all seven parts of the riddle and the cypher, you input the answer to the riddle in the GUI to win

Why It's relevant

- Many layers like hacking in real life
- Mind bender game for kids to learn
- Test patience and nimbleness

Demonstration/ Video

Future development plans

- Make the statements into functions
- Commission an artist to make art for it
- Hang it next to the Mona Lisa
- Get it published

What We Learned

- Photoresistors next to lights don’t work well
- Patience
- How to work together
- Recursion is not viable
- A new spot in tolliver