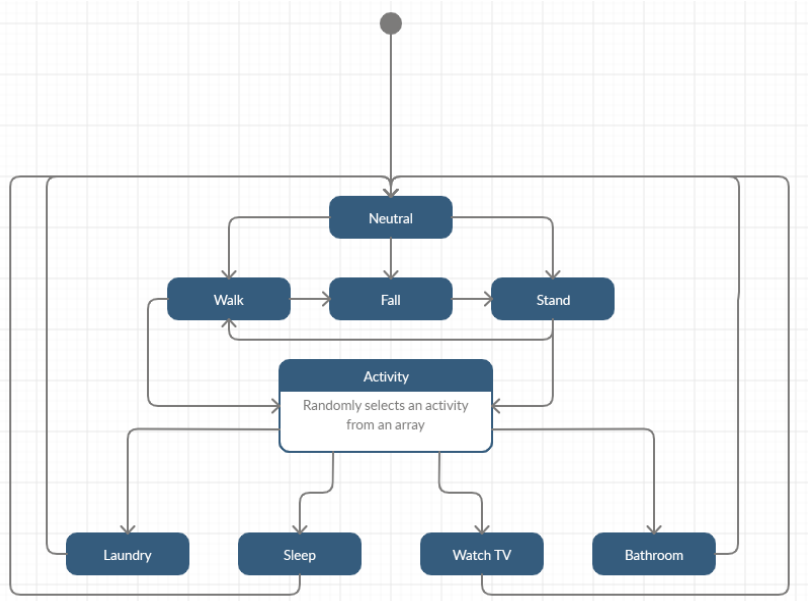# Apartment Game

My game consists of an AI character and their apartment. The player can then interact with the character and environment by rotating and shaking the apartment. This relies heavily on discovery with the player trying new movements and rotations to interact with the environment and character in a variety of ways. These actions can hinder and help the character resulting in new dialogue and actions.

The controller consists of little hardware as most input is determined by the controller's rotation in 3D space. This is handled by a 3-Axis Accelerometer connected by a solderless breadboard.

The casing of my controller will feature a design reminiscent of the outside of an apartment to reflect the idea that the game takes place within the controller as well as being aesthetically pleasing for the user.