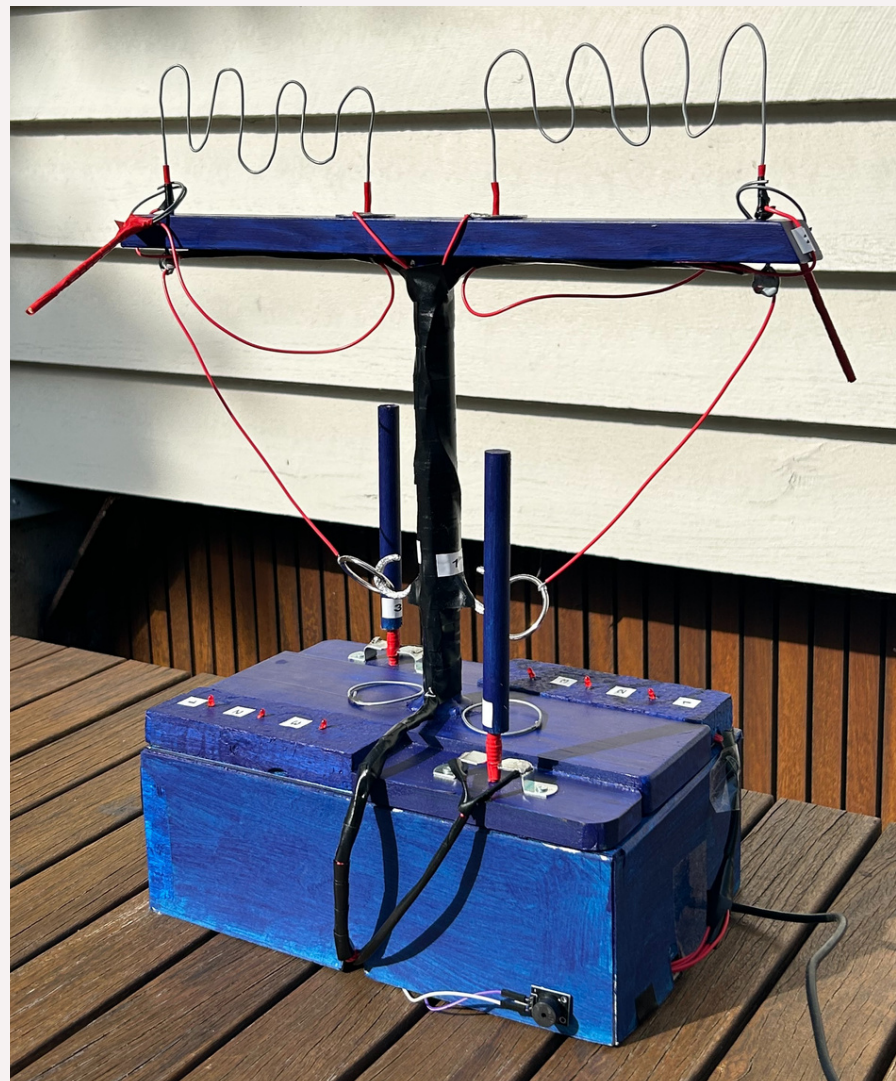


# **“RING RACE”**

## **A GAME FOR THE WHOLE FAMILY**



Nikki, Darcie, Kevin and Yeeun

TOGETHER-NESS

CONNECTION

1V1

EXPERIENCE

JOY

SHARED

GAME

COMPETITION

BRIGHT

# CONCEPT

It is a competition game involving two players (1v1) and the first one to finish all three games wins. The player can move on when the light corresponding to each game lights up.

The themes used from A1 for our group were:

- Swing
- Twist

Themes used:

- Precision
- Throw/Toss



# MATERIAL

METAL WIRE

WOOD

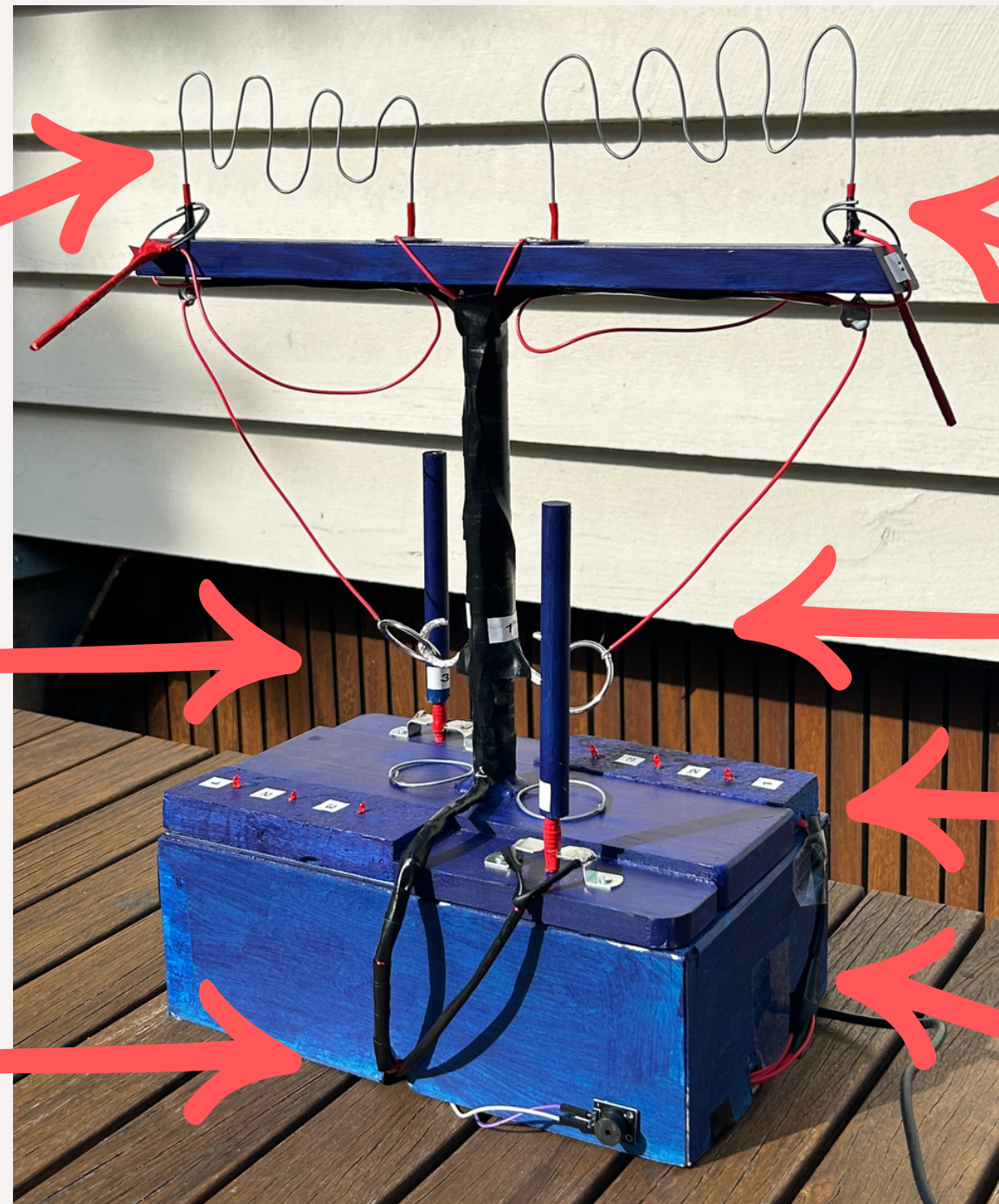
ARDUINO

METAL RINGS

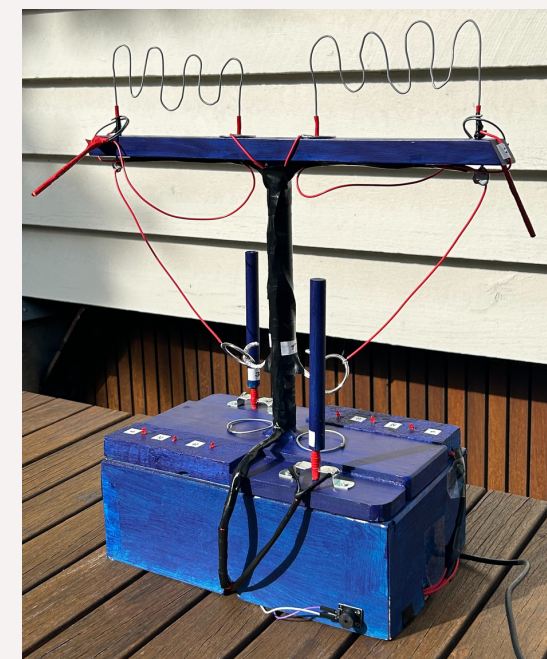
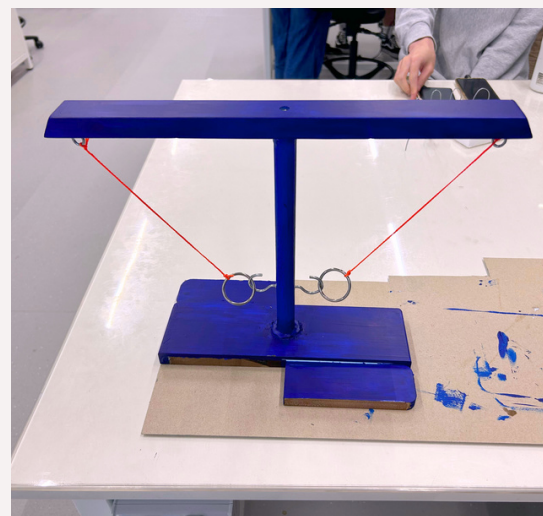
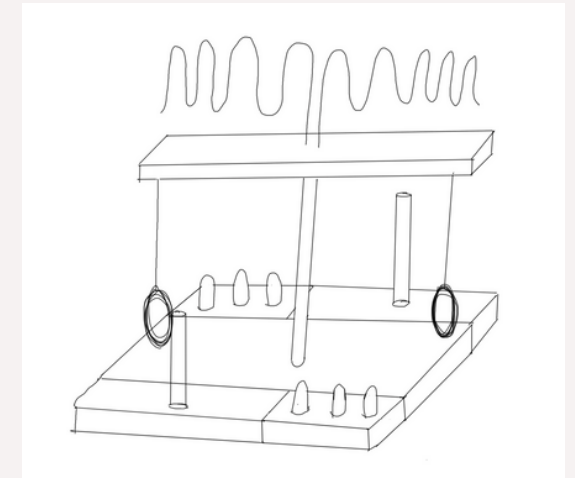
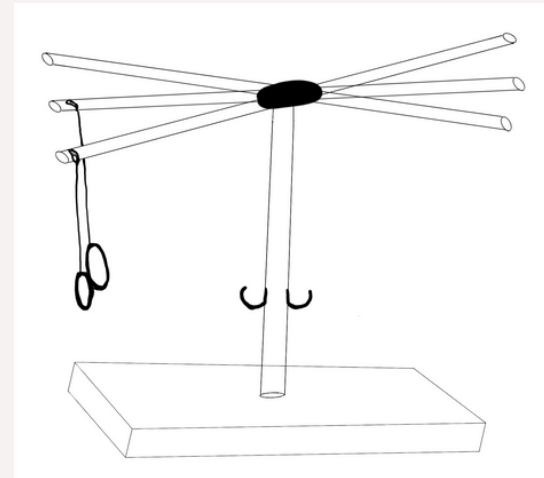
ALLUMINIUM

STYLOFOAM

CARDBOARD



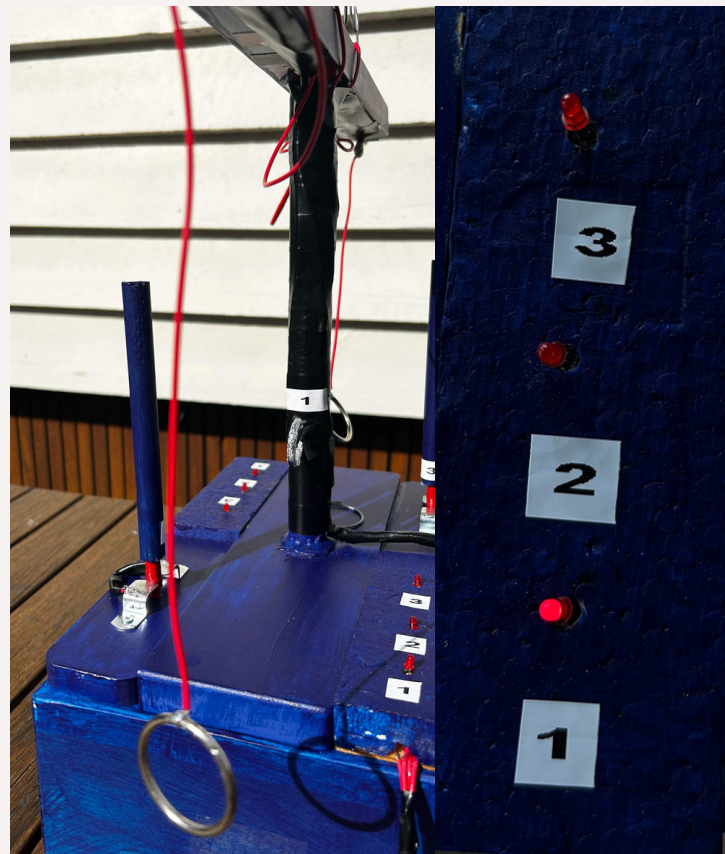
# PROCESS



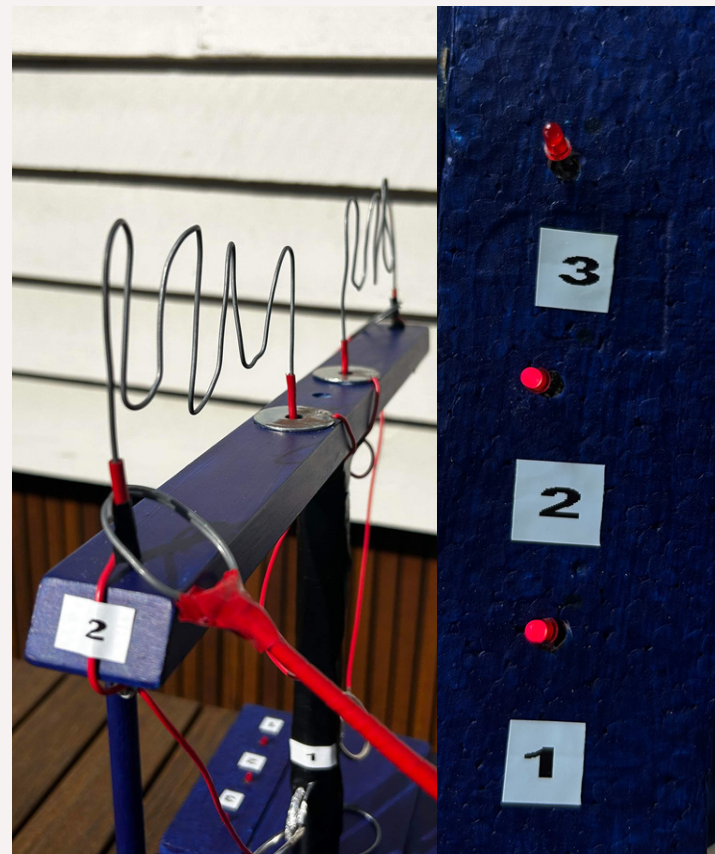


# HOW IT WORKS

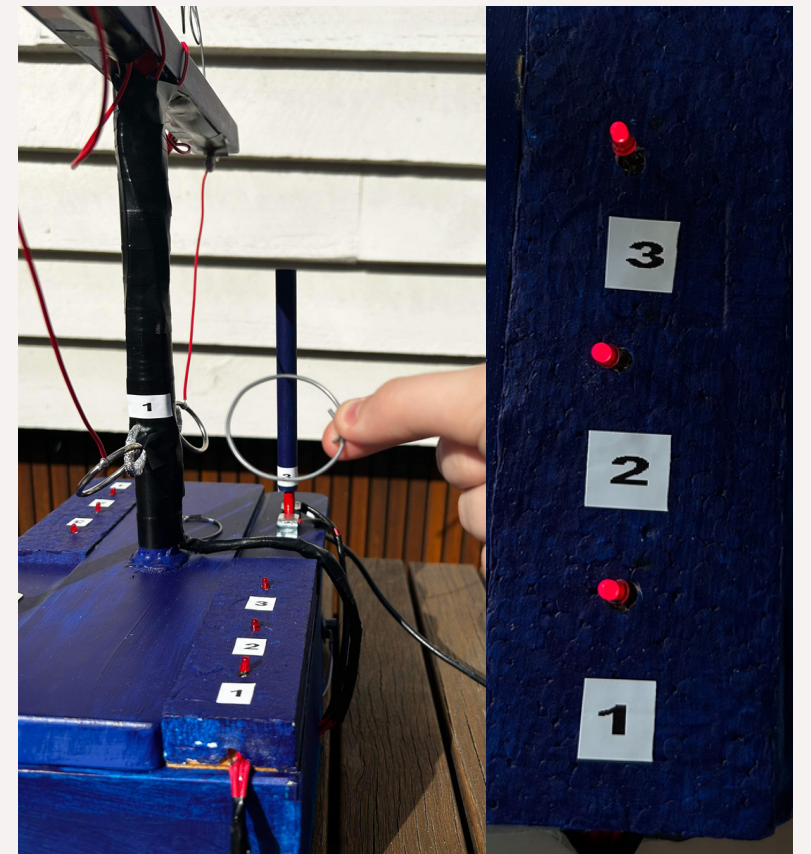
1



2



3



# Game instructions

1. Game needs two players, one standing on each side of the game
2. First to 3 wins, you can move on when the light on your side turns on for each game
3. There are 3 games...
  - a. Game 1 is the ring swing game. Swing the rings to sit on the hook.
  - b. Game 2 is the precision game. Use your ring to navigate through the loops without getting a buzz. (make sure you hit the end plate with your ring to get the light!)
  - c. Game 3 is a ring toss, throw the ring to land on the pole opposite you.