**Basket Ball Mania Interactive Gaming:**

**Group: - 05**

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**Components of the Game(User View):**

* Platform connected to Cannon
* Basket
* Controller
* Score Board

**Working of Game:**

1. There will be a controller for the user to play the game. Controller will be connected to AMGP and that will be movable. It will sense the acceleration of the hand of the user.
2. A Motor with Wheel will be connected to cannon and Proportional acceleration will be given to the DC motor which will rotate the wheel so it will throw the ball towards the basket.
3. In basket there will be a laser focused on LDR, whenever ball passes through basket, it will act like an obstacle for laser-LDR system (as it will cross the path).
4. So Resistance of LDR will be increased and effect will be outputted as increased score of user on Scoreboard (LCD of Pic Controller).

**Assembling of Project:**

* + - 1. Canon was made using hollow pipe and a dc motor. The width of the pipe should be sufficient enough so that ball can pass through it.
      2. Basket was made using cardboard and LDR sensors were attached at its one wall and laser at opposite wall.
      3. For showing score and velocity of which ball has thrown LCD on PIC (ELB) used.
      4. User has to give velocity using controller which is made of thermocol and AMGP is attached to it.

Detailed assembling is shown in video.