

484 Pinball Project Proposal & Individual Portions

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For our pinball project, we would like to propose a battleship themed pinball machine. The first component we plan to implement is destroyable battleships. Using limit switches, we plan to have a collection of ships on the board that can be hit by the pinball. When a ship is hit, one of the LEDs on the ship will illuminate. The ships will have a certain amount of LEDs depending on their size. Score can be gained by hitting ships, with extra points awarded for sinking a battleship. The second component will be a sort of cannon, that will either operate on a timer or the performance of the player. When the cannon is fired, a new hole will appear in the sand portion of the map, opening up the possibility of the marble falling through. This cannon may or may not be able to be destroyed. The third component will be an elevated track starting from the top of the board and go over one of the ships. When the ball is launched down the track, the ship below the track will be damaged. We also plan to include sound effects for events such as hitting ships, the cannon firing, etc.

To give the gameplay variation we intend to add a hard mode where if a ship is hit more times than the number of LEDs on it, the score will be modified in some capacity (lose score, game over, etc.), and the LEDs on the ship may be reset. The cannon will also fire more often to increase difficulty. We also intend to add a left-handed mode that enables left handed play, which changes nothing because the controls are symmetrical.

Included below is a photo of the basic visual design.

Individual Portions

Mika Burmester - Rail & Ships

Erik Johnson - Scoreboard & Sound

Sam Asebrook - Cannon & Visual Design

Ryan Campbell - Mode Selections & Ships

