**Complex Game Systems**

**Project:** Gamified homewares, by Emma Cameron

**Overall Idea**

Internet of Things (‘IoT’) devices networked with real time game play.

**Underlying technology**

The video game will be developed in the Unity game engine.

The homewares will become IoT devices with embedded Arduino processors and networked into the Unity platform as clients of the host game.

**Minimum viable product**

LED’s will be programmed to cast a light projection in response to a user activated game state.

Ultimate visions for this project are to turn it into a commercial viable solution in collaboration with an industrial lighting designer.

**Resources**

Milan Design week: [*https://www.salonemilano.it/en/*](https://www.salonemilano.it/en/)

Architect Immersive Lighting Projection: [*http://www.archdaily.com/868496/zaha-hadid-architects-creates-immersive-digital-installation-for-samsung-at-milan-design-week*](http://www.archdaily.com/868496/zaha-hadid-architects-creates-immersive-digital-installation-for-samsung-at-milan-design-week)

Unity plugins for Arduino devices: [*http://www.alanzucconi.com/2015/10/07/how-to-integrate-arduino-with-unity/*](http://www.alanzucconi.com/2015/10/07/how-to-integrate-arduino-with-unity/)