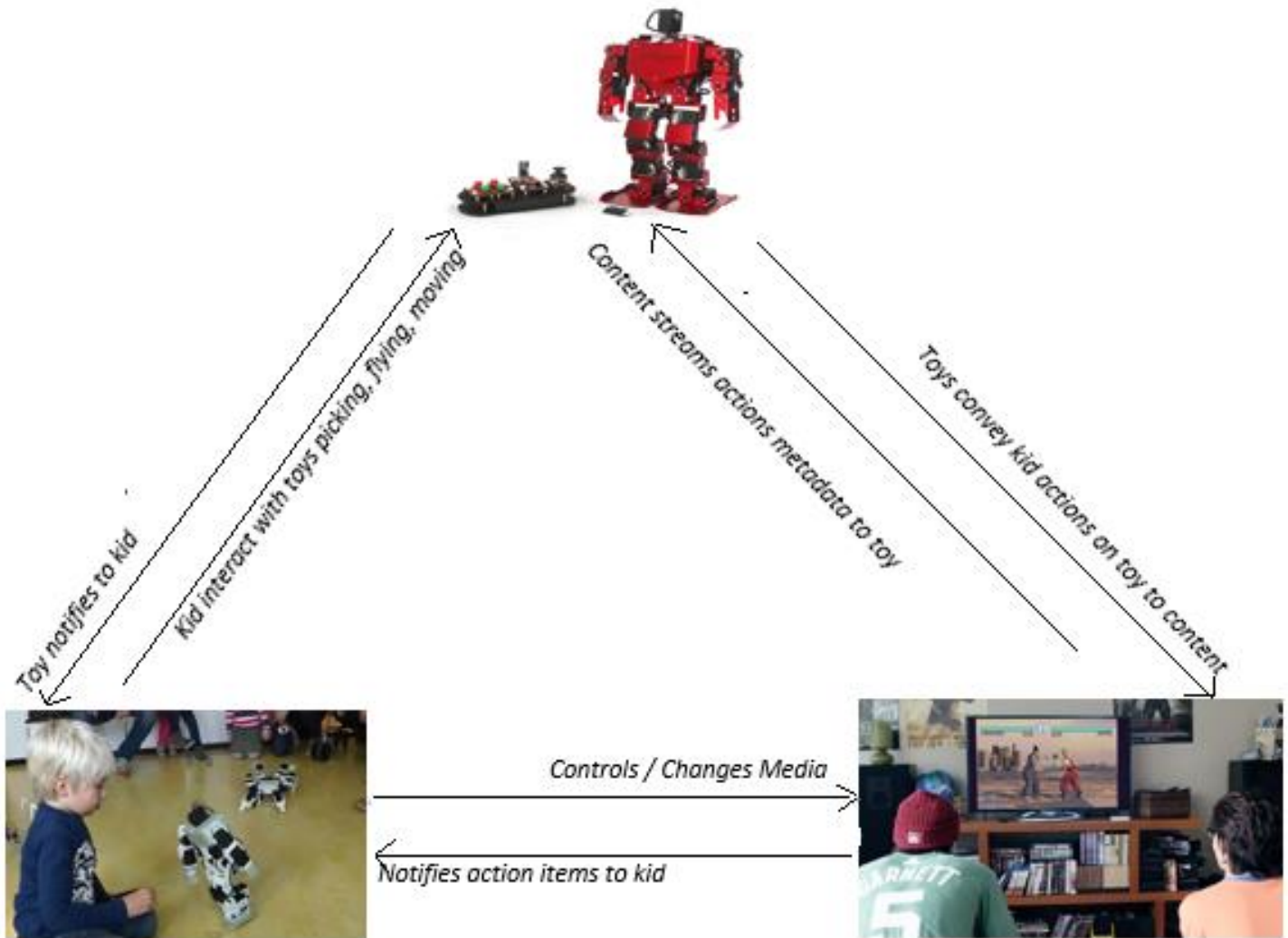


# GAME

(Gestures Animated Motion Entertainment)

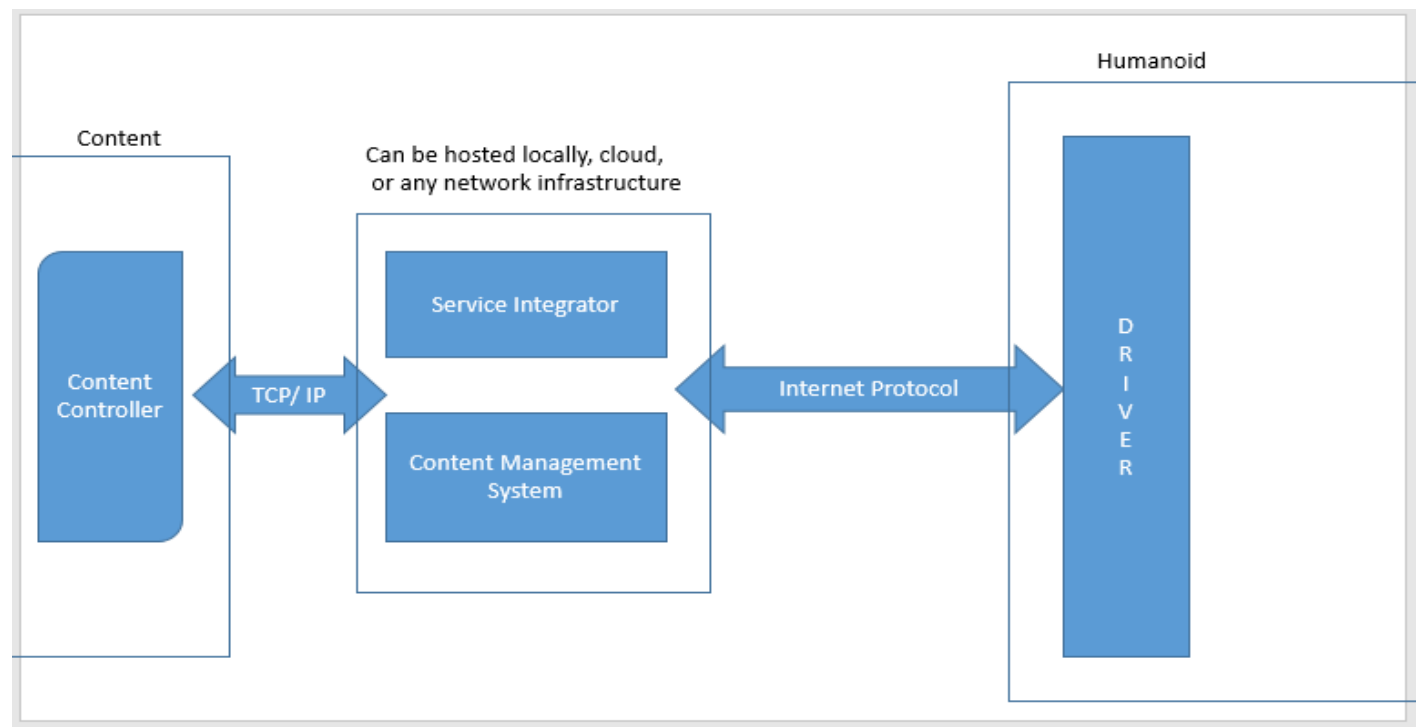
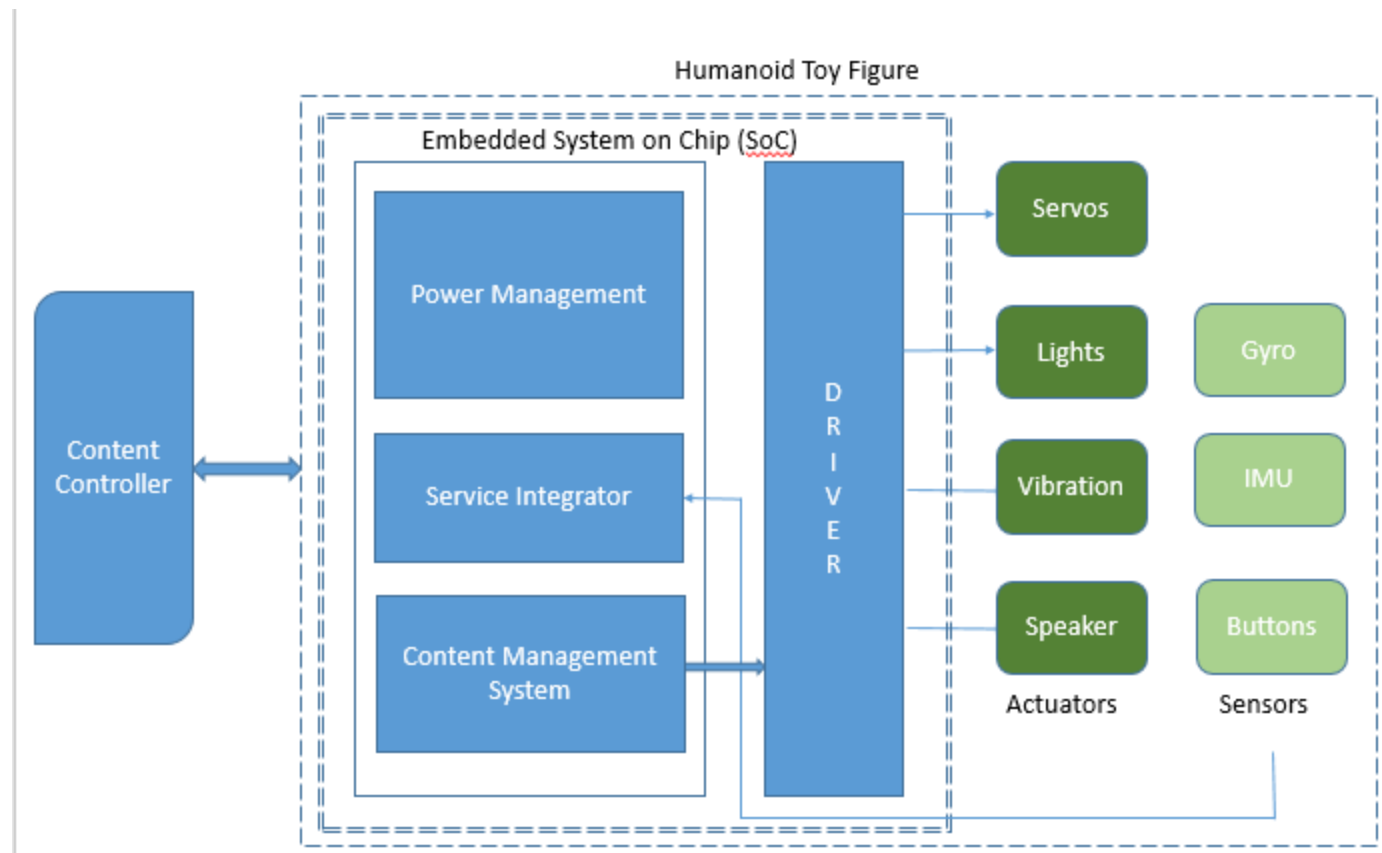
*Desire. Experience. Rejoice.*

## Concept:



(Closed Loop Ecosystem)

Architecture :



**Deliverables:**

**Baseline 1:** Design the complete blueprint of the system on paper. Identify the key components required. Divide the system into hardware and software components and identify the features to be implemented

**Baseline 2:** Set up a communication medium between the hardware and software. Process a media file to accumulate content reactive data. Make the hardware components respond to different inputs.

**Baseline 3:** Test the system till this step on a raw scale

**Reach Goals –**

**Reach 1:** Design and build a body enclosure for the hardware in the form of humanoid toy figure.

**Reach 2:** Embed the hardware into the built body to form a prototype of the humanoid

**Reach 3:** Visual experience of complete system with media file and hardware on the humanoid.

Baseline goals are to develop a system consisting of software and hardware at a breadboard /crude level. Reach goals are to make the system as explained in **motivation** and **goal** sections of this document which is the significant step in bringing out a complete product.

**Relations / Features**

<u>Relation</u>	<u>Feature</u>	<u>Status</u>	<u>Baseline / Reach</u>
1. Content -> Toy	- Streams metadata for imitation	Done	Baseline
2. Child -> Toy	- Responds by lifting / flying / pressing	Done	Baseline
3. Child -> Content	- Changes Content	Done	Baseline
4. Content -> Child	- Notifies child to do action on toy	Done	Baseline
5. Toy -> Content	- Sends child's control action to controller	In Progress	Reach
6. Toy -> Child	- Vibrates / request for interaction	In Progress	Reach
7. Additional Feature	- Add more interaction interfaces	In Progress	Reach
8. Additional Feature	- Add movement of toy by wheels	In Progress	Reach

**Team :**

SSZ

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