CBSV

Chess board score visualizer:

A computer game includes an electronic equipment that senses the presence and identity of toy objects close to or on the peripheral. Every of the toy objects includes associate identification device like associate RFID tag. Every of the toys is additionally related to a corresponding game character or object. The electronic equipment provides lighting effects supported characteristics of the sport character or aspects of the sport play sequence thereby enhancing the user's gameplay expertise.

This invention provides a computer game system, comprising an entity organized with a minimum of one fluorescing portion, a light-weight supply, and a console, in communication with the sunshine supply, the console as well as a processor for death penalty directions to conduct a game play pattern and for dominant light weight supply to emit light to cause a visible impact once the a minimum of one fluorescing portion of the entity is exposed to the sunshine. Another side of the invention provides associate interactive computer game system comprising an electronic equipment organized with a light-weight supply and a minimum of one clear Surface, a processor for death penalty directions concerning game play and for dominant light-weight supply of the electronic equipment to emit light to cause a visible impact once the a minimum of one clear Surface of the peripheral is exposed to the sunshine.

The peripheral includes a controller that's coupled to the USB interface and therefore the radio-frequency interface. The controller adapts the signals between protocols employed by the 2 interfaces. The controller communicates with the radio-frequency interface supported commands received over the USB interface. As an example, the controller might receive commands to see what toy objects are gift on the peripheral or to browse from or write to a specific toy object. In different embodiments, the controller might severally communicate with the radiofrequency interface and provide ensuing data to a game console over the USB interface. As an example, the controller might, via the radio-frequency interface, often sight what toy objects are recently gift on the peripheral and report the detected toy objects to the sport console via the USB interface.

The controller typically includes a programmable device like a silicon chip playacting program directions. The program directions is also keep within the peripheral as computer code or downloaded from the sport console.

This method identifies toy objects during an outlined region. As an example, the method might verify what toy objects are on the Surface of a computer game peripheral. The toy objects is also known by RFID, barcodes, or optical recognition. The identification of toy objects includes a computer game peripheral reading identifiers of the toy objects and supply the identifiers to a computer game console. The method selects a toy object for communication.

The method might choose the toy object by sending a variety command having associate symbol matching the symbol of the toy object. The method expects to receive associate acknowledgment of the choice from the toy object. Once associate acknowledgment isn't received, the method might conduct the choice command or might offer an indication to a computer game related to the method that the chosen toy object isn't offered.

INTELLIGENT BOARDGAME SYSTEM WITH VISUAL MARKER BASED GAME OBJECT TRACKING AND IDENTIFICATION

A board game system includes one or additional game objects, a process device, a device and one or additional cameras. every of the sport objects comprise a novel visual marker positioned on a high surface of the sport object, whereby the distinctive visual marker includes a series of coaxial rings that represent knowledge that unambiguously identifies the sport object. As a result, throughout the course of game play, the situation and identification of the sport objects area unit ready to be determined by the process device by analysing pictures captured by the one or additional cameras of the visual markers of the sport objects on the sport board. The process device is in a position to check the information of the visual markers to a table keep within the device that associates the information with a selected game object. The system is in a position to supply a coffee value interactive parlour game requiring token hardware. Further, because of the token hardware, the sport is in a position to be updated with computer

code updates to expand the lifetime of the system. Moreover, the straightforward style of the sport system allows pinpoint location resolution of the sport objects and with reduced process demands for quicker performance.

The game system comprise one or additional game objects positioned on a game board, whereby every of the sport objects encompasses a distinctive visual marker representing knowledge that unambiguously identifies the sport object, a device for storing a table that associates the identity of the sport objects with the information diagrammatical on the distinctive visual markers settled on every game object, cameras that capture pictures of the sport board and a process device that determines the situation and identity of the one or additional game objects on the sport board by locating the visual marker of every game object inside the photographs and deciding the sport object identity related to the information on each settled the visual marker exploitation the table.

The situation of the one or additional game objects is set relative to the position of 1 or additional alternative game objects and determined relative to the sport board. The visual markers every comprise one or additional inner rings representing the information and an outer ring that Surrounds the inner rings and allows the process device to see the situation of the one or additional game objects.

The process device locates the outer ring of every game object exploitation a footing detection formula on the image of the sport board followed by a circle detection formula. In some embodiments, one amongst the inner rings of every visual marker indicates the angle of the visual marker relative to the camera inputting the visual marker, wherever in the process device determines the place to begin of the information diagrammatical within the inner rings of the visual marker supported the angle.

The sensors comprise one or additional sensors of a primary sort and one or additional sensors of a second sort. The practicality of the sensors of the primary sort and also the sensors the second sort area unit ready to dissent. In some embodiments, sensors of the primary sort area unit sensors that discover a minimum of the presence. For an object, like a Hall-effect device, prefer detector, a mechanical Switch like a pogo-pin, or a tangency like creating or breaking a circuit. Sensors of the second sort area unit, for

instance, RFID readers. The sensors of the primary sort to discover the presence of an intelligent game piece object and use the sensors of the second sort to get object data. The primary sort for every location that detection of an object's presence is desired, and afterwards apply power to the supercharged intelligent game piece object to alter transfer of its object data to one device of the second sort. Sensors of the second sort embody RF transceivers, wireless 802G receivers, periodical infra-red light-weight receptors and serial communications modules.