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Reaction Duel

Reaction duel is an adaptation of my midterm project, a simple one-person reaction test game. In the newly developed version, the project is now a two-player game, where you must hold a button down, then let go when a servomotor starts to move faster than the other person to earn a point. A potentiometer is used to increase the difficulty (speed) of the servomotor. For visual clarity, serial data was used with the Unity game engine to create a visual interface for the game's physical controller. It contains a scene with player score, win indicators, and a visual way to tell the difficulty of the servomotor.



