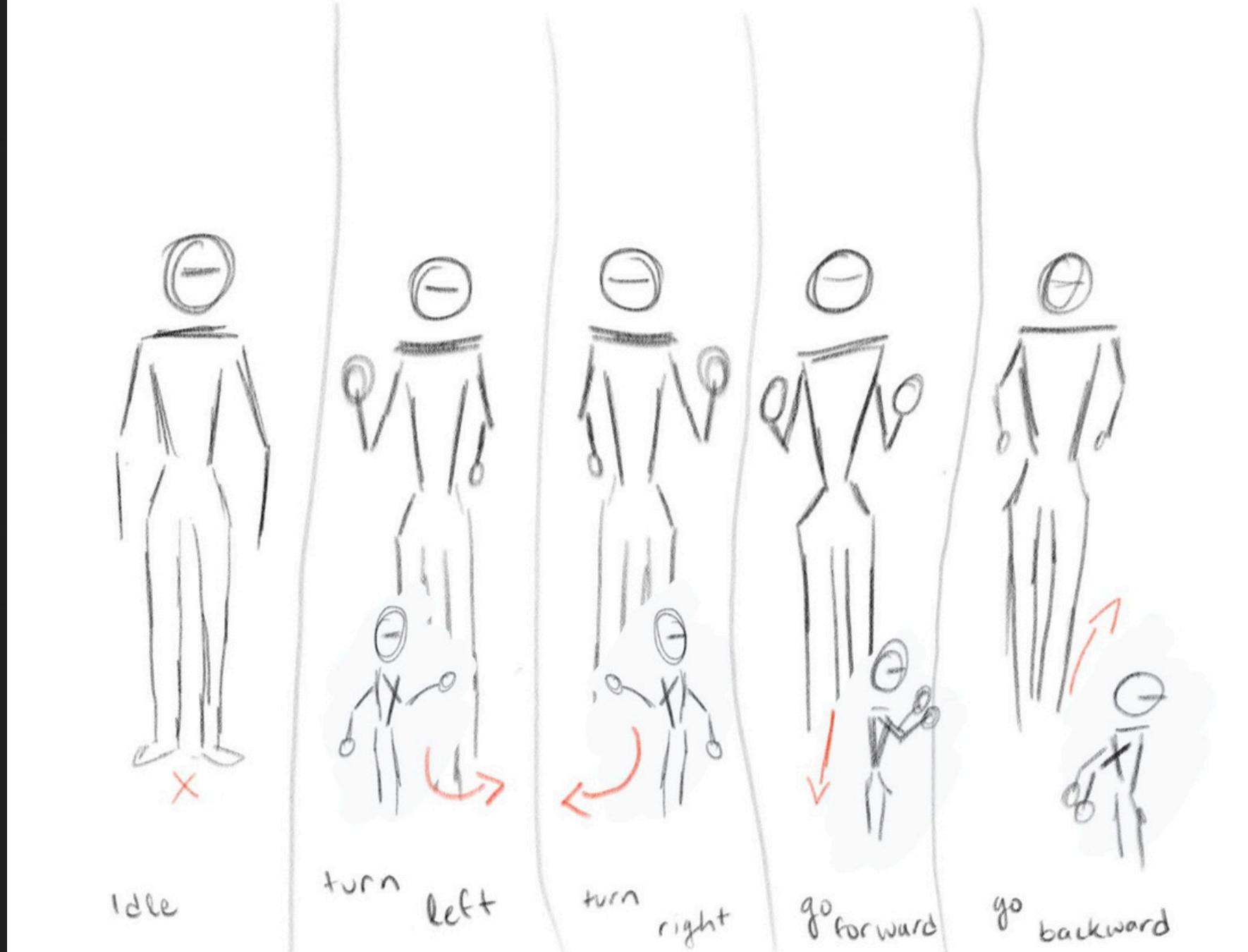


Arm Control

Our locomotion technique

Jessica Robbins & Nina Luc



Our first Idea

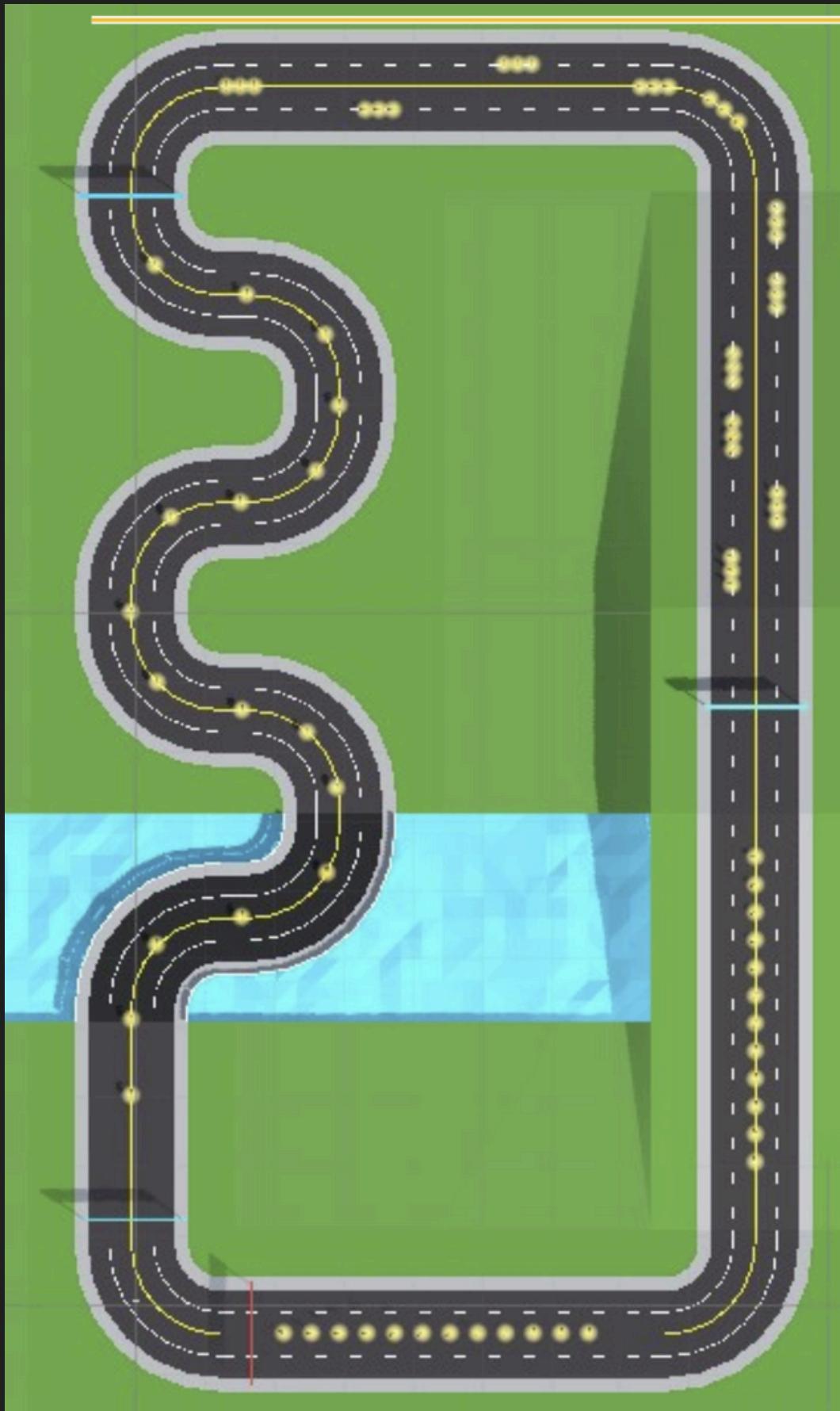
Arm movements control where the user goes.

Vary speed and angles depending on arm positions.

Why we picked this one:

- Simple, straight forward and large user controller.
- Fun to use.

BUT, the idea needs to be adapted for the scenario.



The given scenario



ZIGZAGS

CONTINUOUS CURVES

FINAL SPRINT

COLLECTIBLES ABOVE THE GROUND



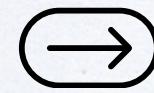
Turn left

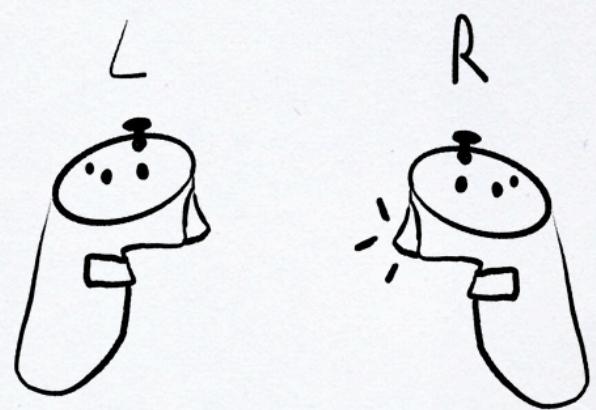


Turn right

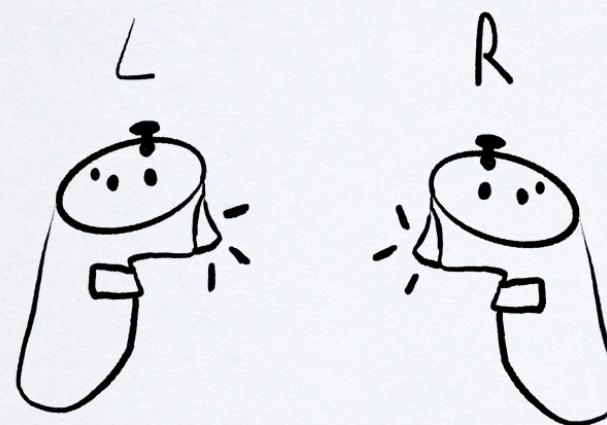


Boost forward, no turn

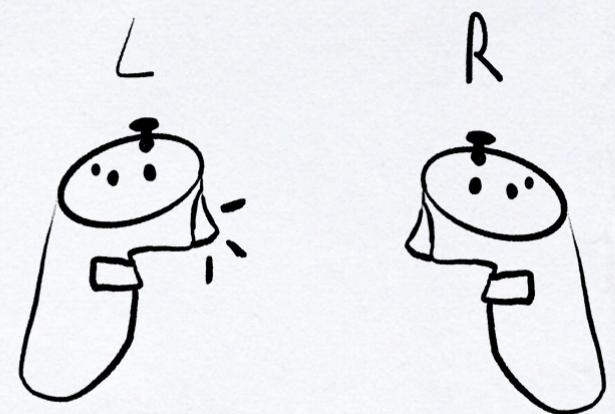
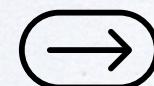




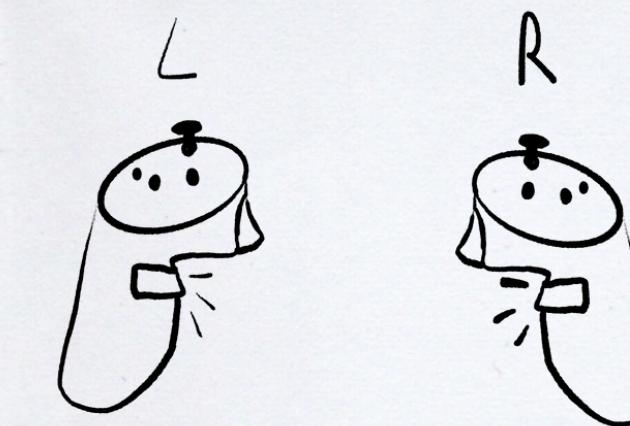
Accelerate



Come to a complete stop



Decelerate



Jump