Project 1: Rube Goldberg

Schedule
Assigned: Week 2: Feb 2
Concept: Week 3: Feb 9
Check-in: Week 4: Feb 16
Due: Week 5: Feb 23

Grading
Pitch: 10 points
Product: 20 points
Presentation: 6 points

One of the strengths of Unity is that you get a highly optimized, easy to use physics system “for free”. Realistic physics (or mathematically correct, non-realistic physics) can increase the immersiveness of an experience by anchoring the user in a set of rules with which she is familiar. Not to mention, as anyone who has played a ragdoll simulator will tell you, it’s super enjoyable and satisfying to play with a well-crafted physics system.

Rube Goldberg was a cartoonist/humorist/engineer who is best known for creating wildly impractical “inventions” that use extremely complicated methods to solve simple problems. Pictured below is an example of one of his inventions, which manages to incorporate 2 live animals, a pistol, and the growth of a flower into a system to peel a hard-boiled egg. But perhaps the most famous modern-day Rube Goldberg inspired invention is from the OK Go video, “This Too Shall Pass”.

Create an experience that utilizes the Unity physics engine to create a Rube Goldberg machine with at least 4 steps. It should be interactive in some way.

You are welcome to build upon Assignment 2, but it is not required.

References

1. Fantastic Contraption
2. Goat Simulator